

SKETCHBOOKS



See how the masters begin their art...

WILL MURAI | JAMES GURNEY | CHARLIE BOWATER | BILL CARMEN CLAIRE WENDLING | BORIS & JULIE | IAIN MCCAIG | AND MANY MORE...

Future





SKETCHBOOKS VOL3





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Imagine X Sketchbooks Vol. 3

TAT-1

Welcome...

To where things stay interesting



Sketches are my favourite part of the art process. Don't get me wrong, I love a finished piece that exudes a confident vision which only comes from hours of getting every stroke or pixel just so. But the freewheeling excitement in sketches – where artists don't hold back, don't over-think, don't censor – is hard to beat.

Case in point: Wes Burt's faces. It's used on this page as a background, and when you see

it in full on page 39, its explosion of distinct features, expressions, angles and lines all merge together to create a beautiful chaos. There'd be no earthly reason to take such a familiar head sketch exercise to a finished stage; it remains a compelling piece of art in itself.

This book is about such captured moments bursting with creativity, straight from the minds of the finest illustrators around the world. Whether made by pencil or stylus, sketches may be loose and generous or precise and economic, but all reveal something about the pure fun of creation.

Of course, you can never have too much of a good thing. If you haven't seen the previous two volumes of this sketchbook series, head over to page 174 to get hold of them. And if you don't know of *ImagineFX* magazine, which has put these collections together, see what it's all about on page 176. There are sketches, full workshops, interviews, features, and much more besides, in every issue...

For now, I really hope you enjoy this collection, and get as much inspiration from it as you can. The magic is right there on the page, so what are you waiting for? Enjoy!

Berer

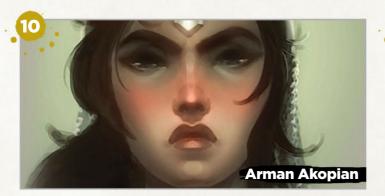
Beren Neale, Editor Sketchbook Vol. 3 beren.neale@futurenet.com



SKETCHBOOKS VOL.3

Contents

Dive into the minds – and the sketchbooks – of some of the world's best fantasy and concept artists and illustrators...

















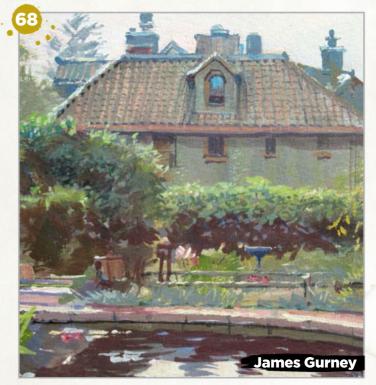










































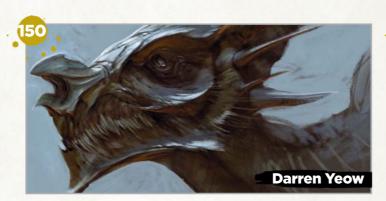












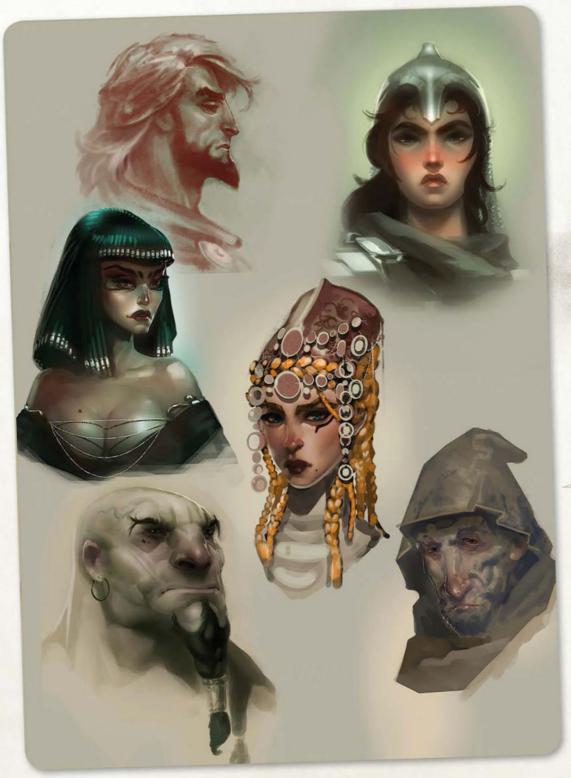








Arman Akopian The Armenian-born concept artist is inspired by folk tales from his heritage and Western popular culture



Arman Akopian COUNTRY: Canada



Born in Armenia, at the time part of the USSR, Arman moved to Canada in the early 90s, studied 3D animation and started

his career in video games at Ubisoft Montreal. In 2008 he joined the Eidos Montreal studio as a lead character artist, then became a full-time concept artist and illustrator. He's currently working for Ubisoft Montreal again. novamesh.blogspot.ca



MERC

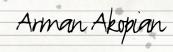
"A character sketch of a mercenary, done in pencil. My sketches tend to be more about what characters might feel like rather than the details of design.

HEROES OF SASSOUN

"The ancient Armenian epic called 'The Daredevils of Sassoun' was my favourite fairy tale when I was a kid and now I have the pleasure of reading it to my own kids. Here I tried to imagine how its characters would look if I designed them for a cartoon feature."

"I've always had a fascination with female androids. Who doesn't?"







Auce



"I've always had a fascination for female androids. Who doesn't? I guess that primal hunter with the donkey ears feels very comfortable in the company of a fem bot and a sexy ninja girl..."

MIXED BAG

"I started with a possible sci-fi battle scene, then turned to a cartoony character face mashup. And then I decided to try to imagine what a fantasy fortune teller would look like."









MASTER AND PET

"Sketches for a story idea about a primal tribe of humanoid creatures, their pets and the demons that hunt the land they live in."

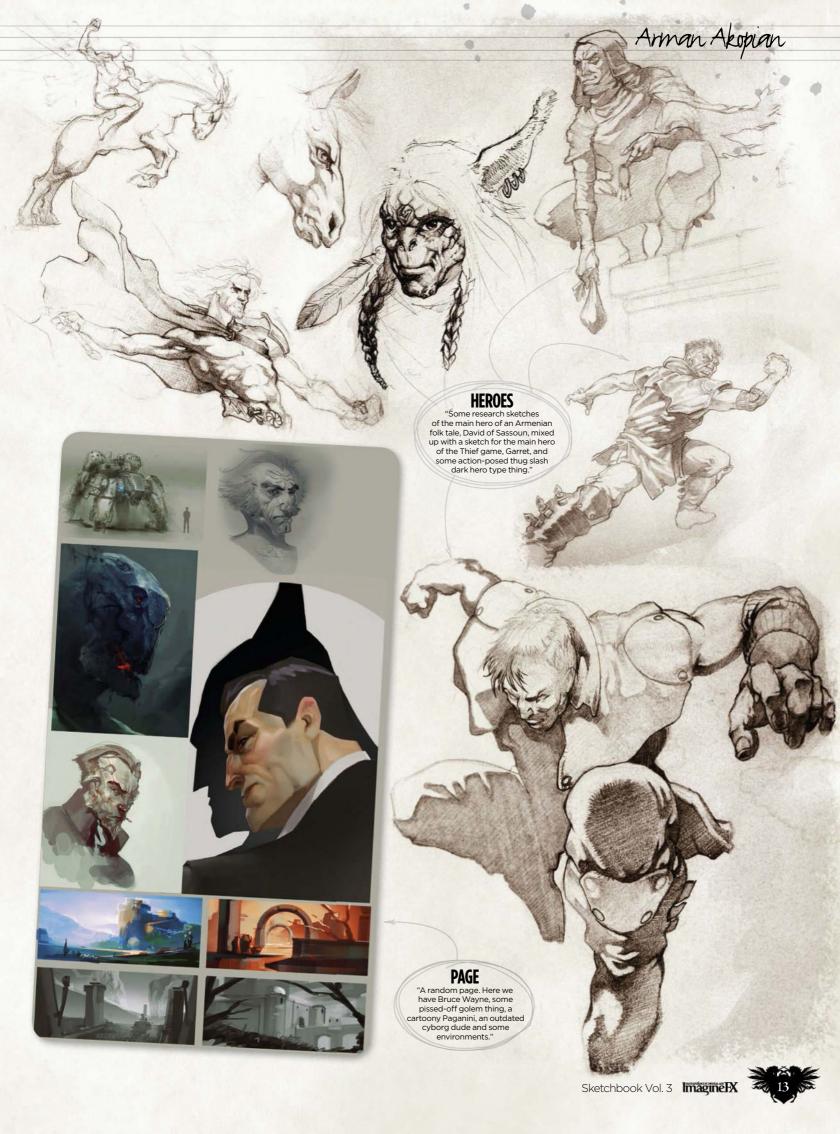
It's been a while since I watched Nausicaa, which eventually led my thoughts to ninjas. (I love ninjas. I am one myself, but don't tell anyone.) Then the same anime vibe brought me to another giant robot - the Getter. Staying on the 80s wavelength, this in turn led me to paint Themis, the girl from the Ulysses 31 series."



"I start the day with opening a blank Photoshop file and just keep it to the side of my main work. When I take breaks, I doodle whatever comes to mind. This allows me to keep a fresh mind and it's just fur to do a fresh mind and it's just fun to do. Sometimes I end up with an idea or two that may be worth taking further than just a sketch."

"I keep a Photoshop file open as I work and doodle whatever comes to mind"







The Ukraine-born illustrator reveals her love of depicting the female body and her signature fiery red hair

Artist PROFILE

Olga Andriyenko country: Germany



Olga Andriyenko was born in Ukraine but works in Germany as an illustrator, comic/manga and concept artist, character

designer and 2D animator. You can see her work in award-winning games like Deponia and The Night of the Rabbit. She currently works mainly for the games industry, designing fantasy creatures and magical places. portfolio.asurocks.de



"'Heavy Metal Rockstar' was the topic of a 30-minute speed painting group, and I love metal! So I drew this crazy rocker chick I always have a brush pen filled with red ink with me, so I can paint some fiery red hair any

Imagine X Sketchbook Vol. 3

GIRRRRLS

"As you can see, I really love sketching female bodies they are the most enjoyable forms to draw or paint. To compensate for staying in my comfort zone I try to incorporate more gestures and body language in my art in order to improve it. The stars and moon and long hair shapes are largely inspired by Art Nouveau and the works of Alfonse Mucha."

"I love sketching female bodies - the most enjoyable forms to draw or paint"



"Most of the times when I doodle around I come up with new characters. This time it's a cute cave babe doing her thing in the stone age. I can really imagine her being animated for a cartoon or having a small comic series of her own. This is drawn with my favourite sketching tool, the red Col-Erase pencil."



Sketchbook Vol. 3 Imagine X







Fred Augis

Somewhere between the ravings of David Cronenberg and Daft Punk, you will find...

Artist

Fred Augis COUNTRY: France



Fred Augis is a concept artist and illustrator currently working in the video game industry. His clients include Ubisoft,

Wizardbox, DTP Entertainment and many more. He's channelled his skills into projects at Arkane Studios, Torn Banner and Dontnod Entertainment. www.fredaugis.tumblr.com

ROCKET

"Rockets are a fascinating object of war and virility. It's fun to push the boundaries until your image becomes absurd, with overabundant muscles and tattoos."

CHARMEUSE

"I like to add graphic symbols to my compositions to inject more impact. There's certainly something symbolic about this snake."



GUINEA PIG

"I placed high saturation colour on the orange strip to make it stand out against the other images."



Imagine X Sketchbook Vol. 3









OTHER TATTOO

"The notebook is where all my sketches start their lives - I use a large moleskine sketchbook with a 2B pencil."







Wylie Beckert

Her paintings mix digital and traditional media, creating "simultaneously grim and playful images"

THE QUEEN OF DIAMONDS

"Here I wanted to explore a contrast between blindness and sight, and between acquired knowledge and intuition."

Artist

Wylie Beckert



Wylie is an illustrator and fine artist with a love of all things fantasy. Her work blends pencil linework with transparent layers of

ink, watercolour and oils to create paintings with flowing lines, rich textures and a dramatic balance of light and dark. Her illustration work has appeared in books, magazines, advertising and the pages of Spectrum 21 and 22.

www.wyliebeckert.com

KING OF CLUBS

"Any excuse to draw a pangolin! I let the pattern of the animal's scales inform the armour design."

QUEEN OF CLUBS

"Here's a look at how one of my pencil drawings comes together: I nail down the rough sketch in Col-Erase before making the final pass in graphite."

"Often a piece will evolve quite a bit from the thumbnails, but it helps to get ideas on paper"











KING OF SPADES

"The first card in my ongoing illustrated playing card series, Wicked Kingdom. A tight pencil drawing is the starting point for all of my paintings."

"I try to pack my drawings with detail, especially if it adds to the narrative"



KING OF HEARTS

"I try to pack my drawings with a ton of detail - especially if it adds to the narrative of the piece, like the Bleeding Heart flowers in this illustration."



The veteran games industry designer and illustrator introduces us to his dwarfs, goblins and dragons

DWARF WITH HELMET

"I've always loved dwarfs, especially the grooming of their hair, beards and moustaches. It can be difficult to see how they'd angle any food or ale in, but I feel a need to keep to a certain iconic look. Even if I'm tempted to festoon them in plaits, rings and trinkets, they end up pared down to that simplified look."

TROLL WITH

HUGE TUSKS

"Most of my sketching is very scrappy - a necessary evil - before I can get on with painting, but I do get caught up in the characters, needing to establish someone believable to hang the narrative on. The tiniest tweaks to a nose, brow or jawline can make a huge difference, so it can be difficult to stop. Occasionally I stumble upon it and instantly know 'There's my leading actor!"

COUNTRY: Denmark



Born in Yorkshire, Paul studied illustration at Harrow College. For some years he worked at Games Workshop in Nottingham,

including on Warhammer 40K, and has also done art and design for World of Warcraft, French game publisher Rackham and Swedish game company Riotmind, which produces both online and boardgame adventures

www.facebook.com/paulbonnerart

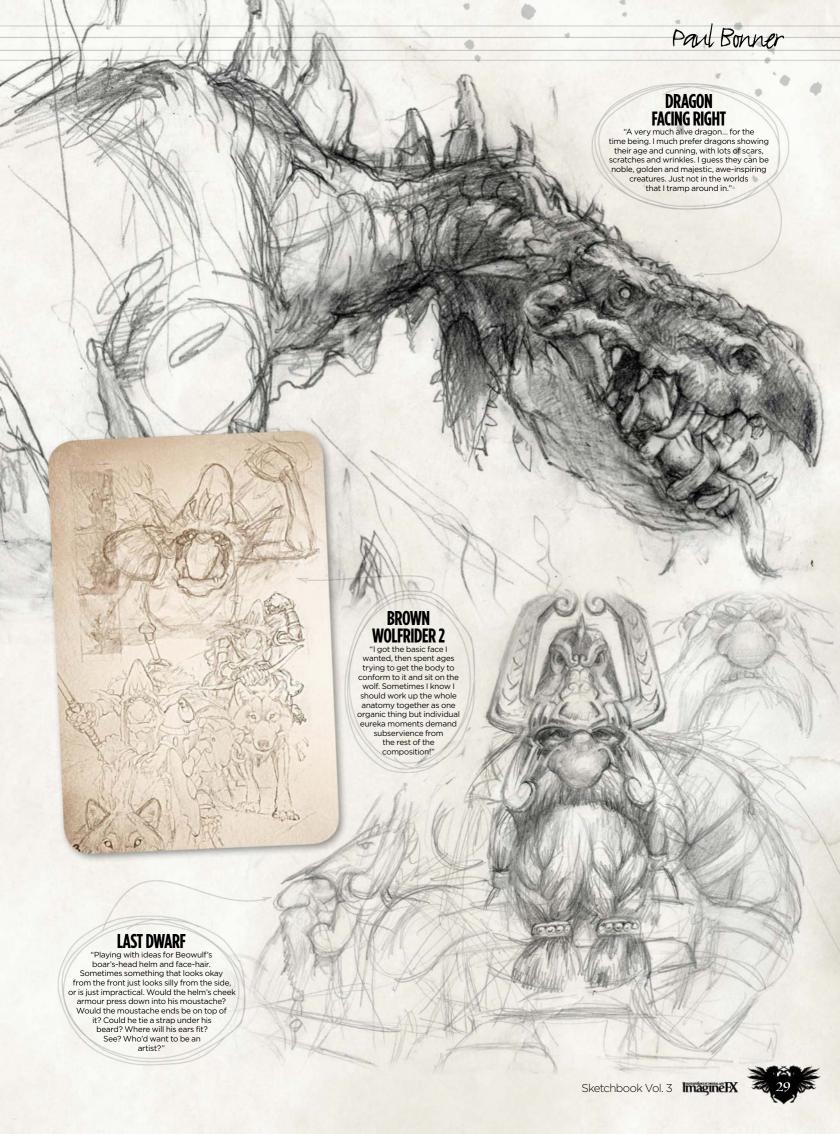
"I often have great ideas and happily scribble away, only to find that ideas just won't fit together"



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Charlie Bowater The Atomhawk artist reveals a sketchbook that mixes images from the imagination and photography



Charlie Bowater COUNTRY: England



Charlie lives in the north east of England. She works as a concept artist for Atomhawk by day and is a doodler of

everything else by night. www.charliebowater.co.uk



SARINA CONCEPT

"Some early concept sketches for the design of Sarina, the young protagonist from Atomhawk's The Realm project."

ORCHID

"This is a fun character study inspired by the Princess Amidala character from the Star Wars prequels."







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Charlie Bowater

"I wanted to work some slight feline features, such as the nose and ears, into this character study."

"I wanted to work some slight feline features, such as the nose and ears, into this character study"

Sketchbook Vol. 3 Imagine X 31



LYING COLOUR

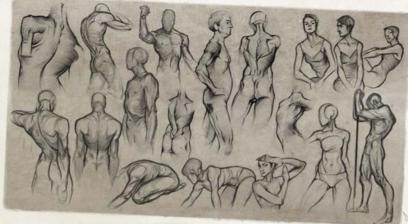
"A lunchtime sketch that ended up being a little more! No particular character in mind but a definite mix of Game of Thrones and Star Wars served as the inspiration."

RABBIT HOLE

"An Alice in Wonderland-inspired sketch. I recently began working on a faerie tales series and this is the next potential artwork in the lineup."









ANATOMY SKETCHES

"A group of sketches based around a bit of anatomy practice. There's a mixture of sketching from imagination and sketching from some photo reference."

SET OF DEMO SKETCHES "A small group of very quick sketches that were originally created during an Atomhawk Design live demo, all about concept art."

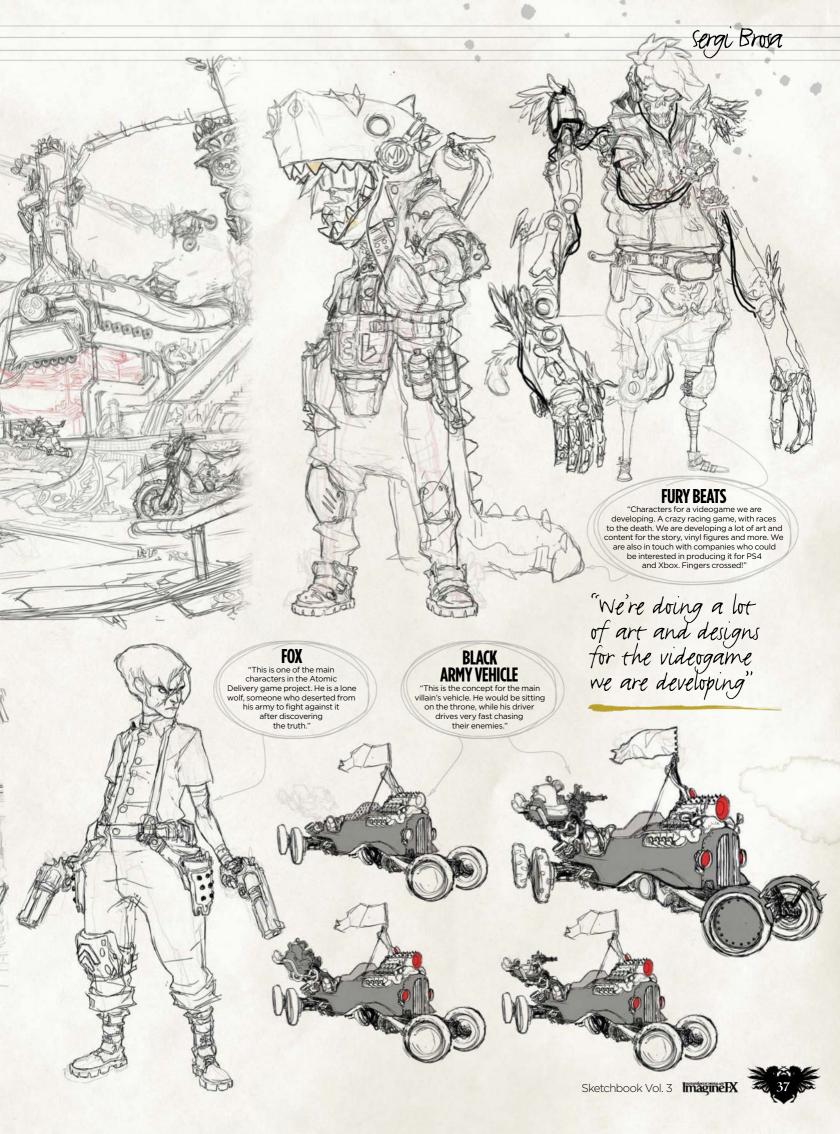


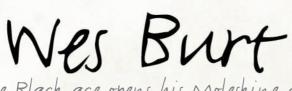












Wes Burt

The Massive Black ace opens his Moleskine and reveals the thinking behind his striking visions



Wes works out of San Francisco at the offices of Massive Black, as a concept artist. He's produced art for films and

games, most recently the Dinobots for Transformers: Age of Extinction, and The Sims 4. He's a huge fan of sketching on paper, either in a Moleskine or on pads of Bristol paper that are scattered around his desk. wesleyburt.tumblr.com

BATMAN

"I've always been a big Batman fan and one day at a coffee shop I started sketching out a loose idea I had in my head for a Batman cover. I wanted to make Robin a bit different, almost like a mutant."

JUMBLE

"Sometimes I start working up drawings of forms and shapes in a more abstract manner, and then bring it all together through rendering and uniform lighting. It's a real mix of improvisation and retooling."



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FRENCH JAEGER PILOT

"I did this one after seeing Pacific Rim. I was just having fun drawing at a brunch place in town."

THUNDERCAT

"This started as a quick sketch of a musician, Thundercat, sort of taken into a sky pirate RPG idea. I took the original sketch a lot further for this drawing and worked up the whole body."



"As I was working on the Thundercat drawing, I had ideas for a compatriot of his, Flying Lotus."



"Sometimes I start working up drawings of forms and shapes in an abstract manner..."

ENTANGLEMENT

"I had this image in my head of a page filled with a sea of heads - not quite a crowd of people, but forms flowing in and out of each other a bit and lots of interesting features to drift around and look at."





Devon Cady-Lee A long-held fascination with Frank Herbert's Dune has helped shape this artist's sketchbook...



Devon Cady-Lee

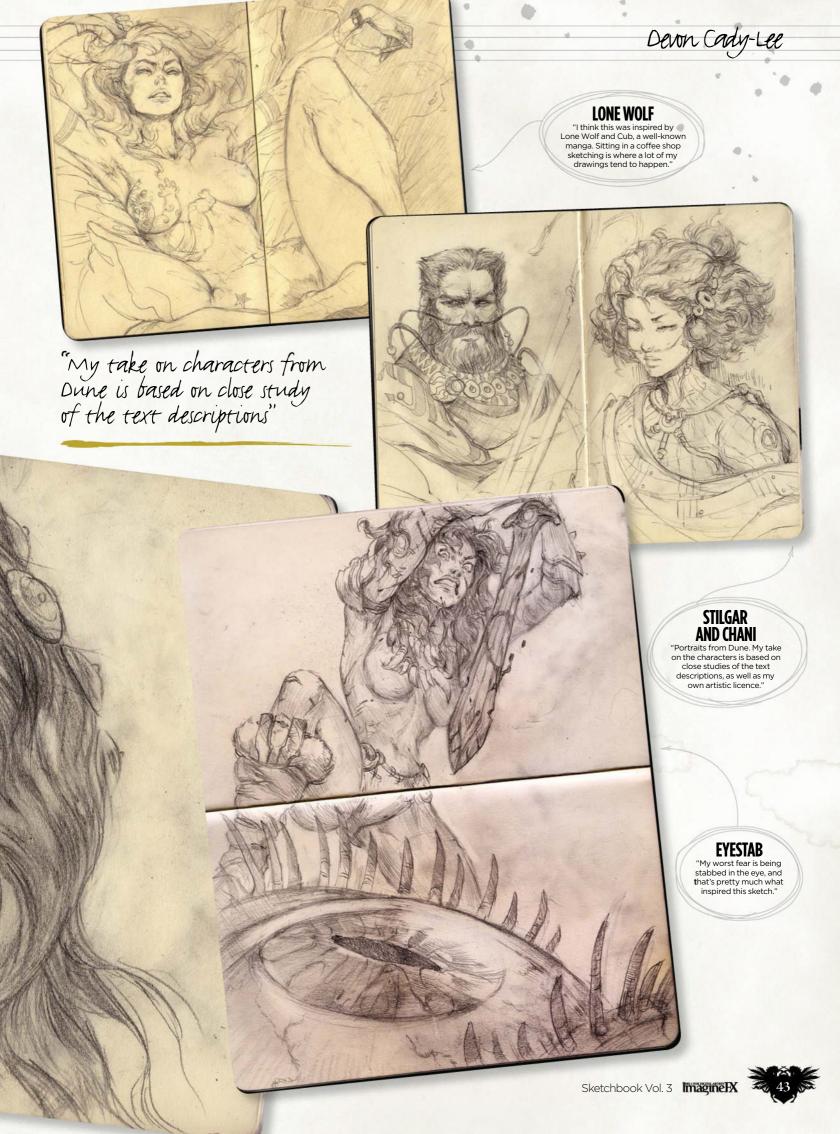


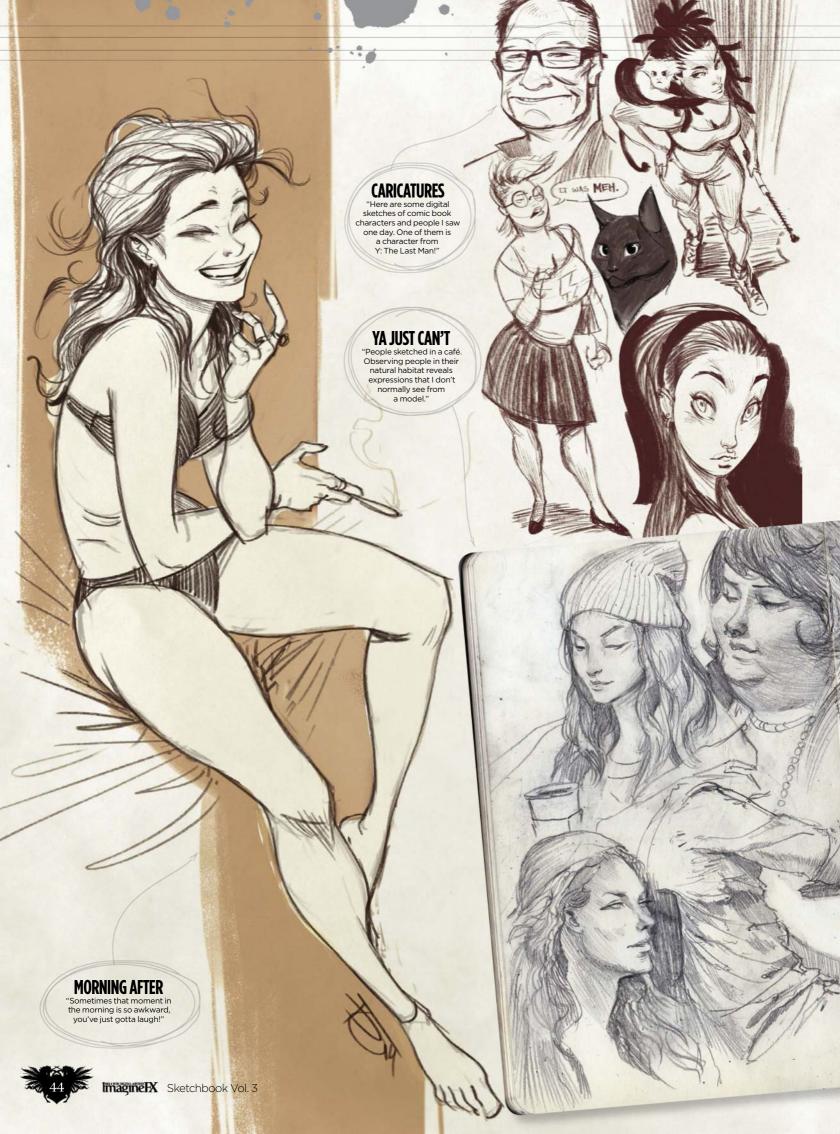
Devon is an illustrator originally from New York City, who's been working in the games and entertainment industries

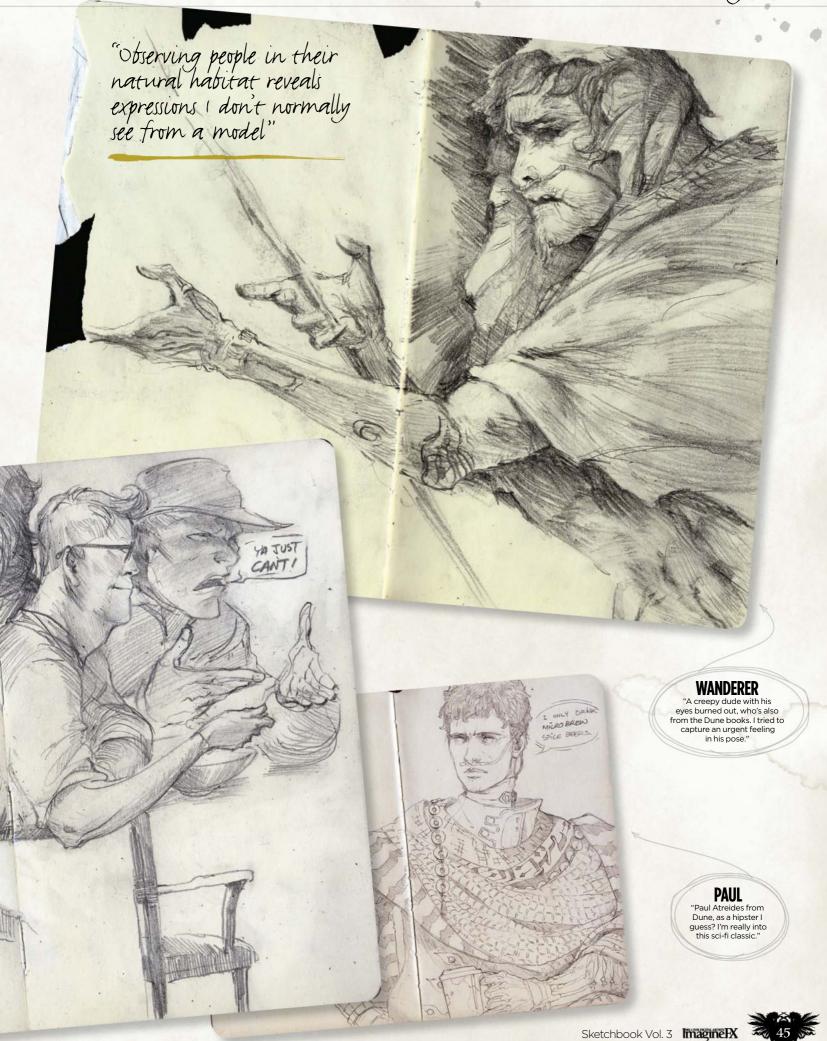
for nearly 10 years. He currently lives in Seattle, where he works for Motiga Games as a concept designer on the upcoming title Gigantic.

www.gorrem.tumblr.com









Bill Carman

The illustrator and fine artist's work has been described as "different, strange, sometimes a little weird..."

Bill Carman



Since graduating with a BFA in illustration and visual communication and an MFA in painting, Bill has freelanced and exhibited,

and has been included in annuals like the Society of Illustrators, Spectrum, 3x3 and American Illustration. He's even finagled some medals. His client list includes a children's book with Random House.

billcarman.blogspot.com

MONSTER

"A great project where I did lots of monster drawings for theatre design. I could hardly turn down a monster project."

LETTING GO

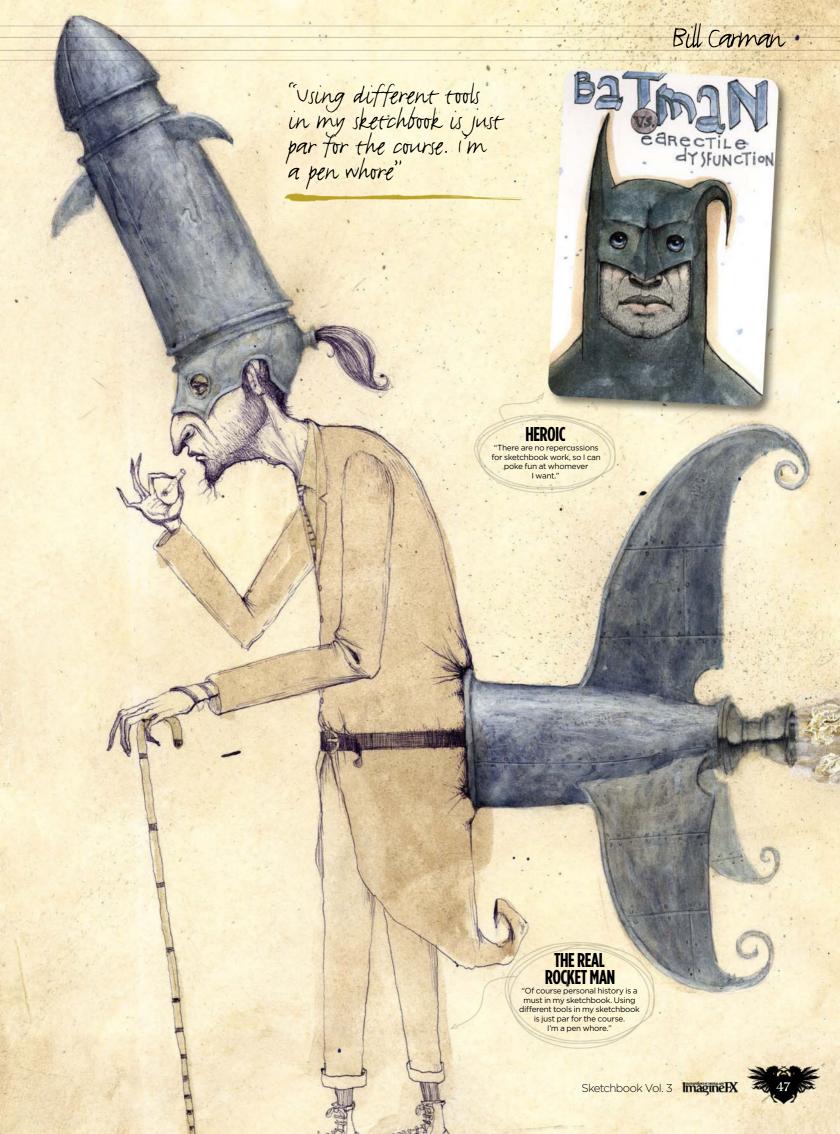
'It's great to let the pen just go. My sketchbook is a safe haven."

SOMETHING

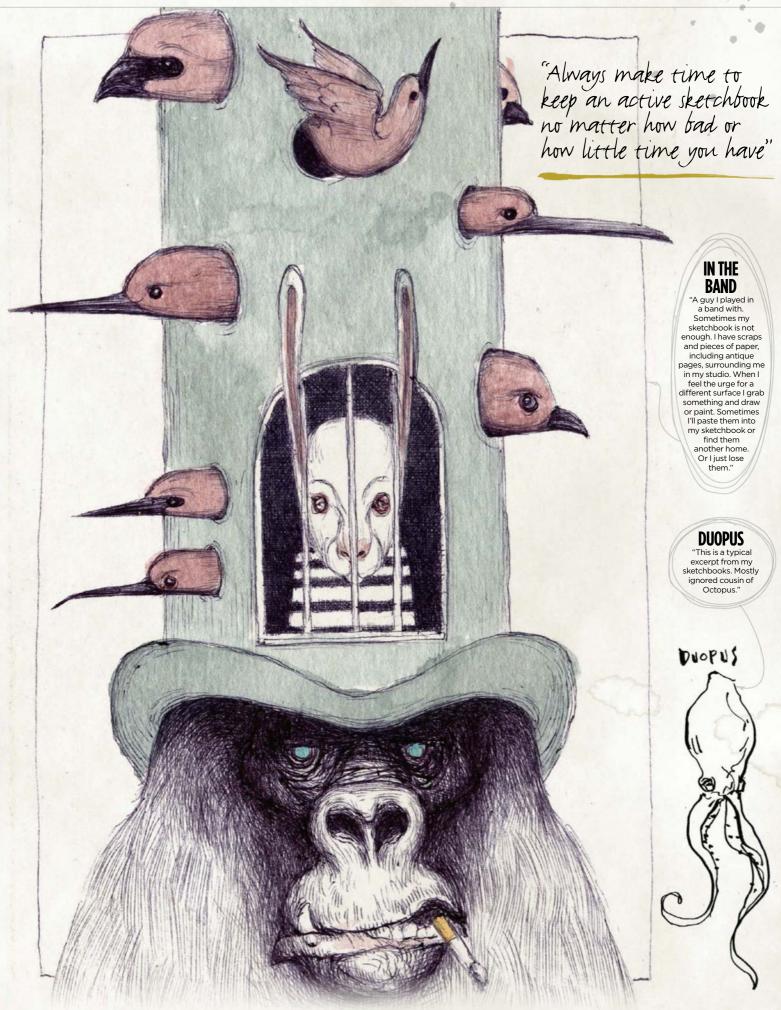
a few of them hairier than others."











Iris Complet This self-styled visual storyteller says she sees stories everywhere and likes to make people look again

Iris Compiet

COUNTRY: The Netherlands



Iris is a freelance illustrator and concept artist. She sees herself as a visual storyteller and is working on her own children's

books about weird witches and not so scary monsters. Iris won an award for best fantasy novel in the Netherlands and has exhibited in Europe and the US. She likes the weird, the wonderful, the whimsical and the mysterious. www.everis.eu

SKETCH PAGES

"These are typical pages in my little Strathmore sketchbook. I never really have anything in mind when I begin sketching. It's sometimes an idea that's forming in my head after seeing a photograph or something random on the streets. My sketchbooks are my playground - it doesn't have to be perfect but it's all about fun. Gesture and idea, that's what's happening here. Trying out things, studying, observing."









ABDUCTED

"These sketches are part of an illustrated young adult novel I myself and a co-author developed. In the story, the main character is abducted by witches, and she sketches everything she sees and everyone she meets in her sketchbook. So essentially I was the main character, trying to capture the world she was taken to in sketches. I thought about how she would work and what she would try to capture in her sketchbook."

"A preliminary sketch for
Sakura, a piece I finished in 2013.
The idea for this just developed out
of a single anatomy sketch I doodled
one day. I thought it was a 'haunting'
thing to have a woman floating mid-air
and tried to find the best way for her
to have her hands and arms, and
even her feet. It's an adventure
every time, to see what
works best."











Paul Dolan

The video games artist hones his skills through life drawing but admits he's fascinated by the grotesque



Paul Dolan



A traditionally trained artist, Paul has 16 years experience working in the video games industry on titles as diverse as

Warhammer 40,000: Kill Team for THQ and Driveclub for Sony. He is currently expanding his client base by moving into TV, film and advertising and splits his time working between the North West and London.

MUTANT FAMILY PORTRAITS

"I can't help but fill my pages with notes... from criticisms of the work itself to ideas for the next drawing and how a design may evolve."

FLAT HEAD

"I'm fascinated by the grotesque and this seems to always end up in my work. I just love to play with distorting anatomy."



"I'm fascinated by the grotesque and just love to play with distorting anatomy"

MUTANT FAMILY V. 1

- MATBE TENTICUES ARE FROM MOTHERS SIDE? -
- TO BLOWD THIS WITH TONTICUES ETC

FAMER

- INTRODUCE MORE OF FATHERS HEAD MARKINGS INTO GIRL'S DESIGNS?
- SHOULDERS AND LOWER NECK .. THIS
 MAY INTERFOLE WITH WOMING?



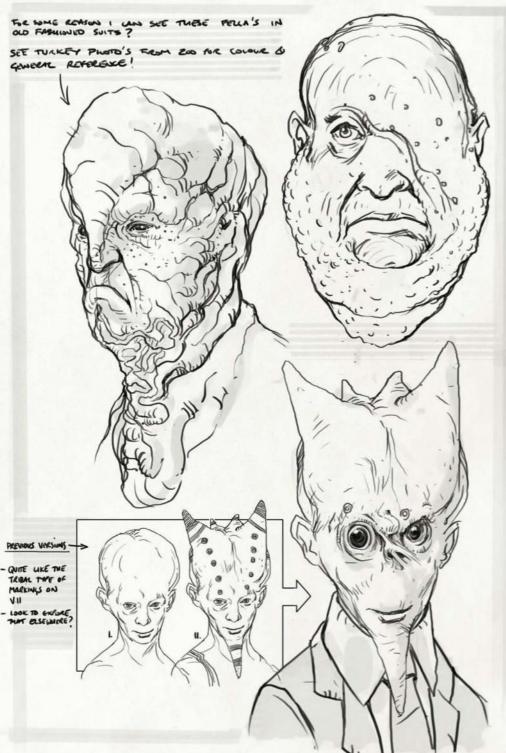


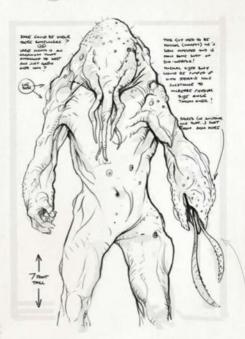
INDUSTRIAL

"I'm working here to blend technology with basic clothing, in this case boiler suits to give an industrial feel to the designs."

DISTORTED FACES

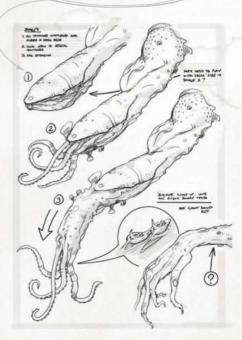
"I always try to create bold shapes as well as bringing some of the character's persona across in the design."

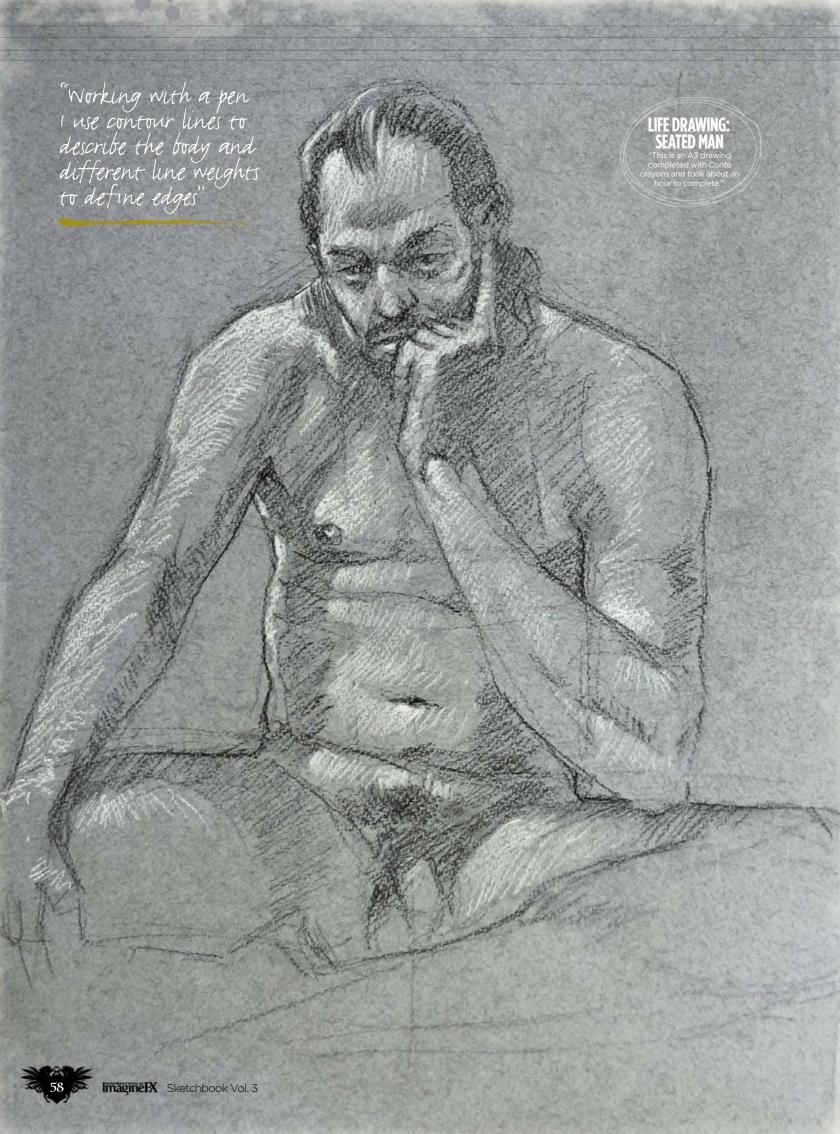


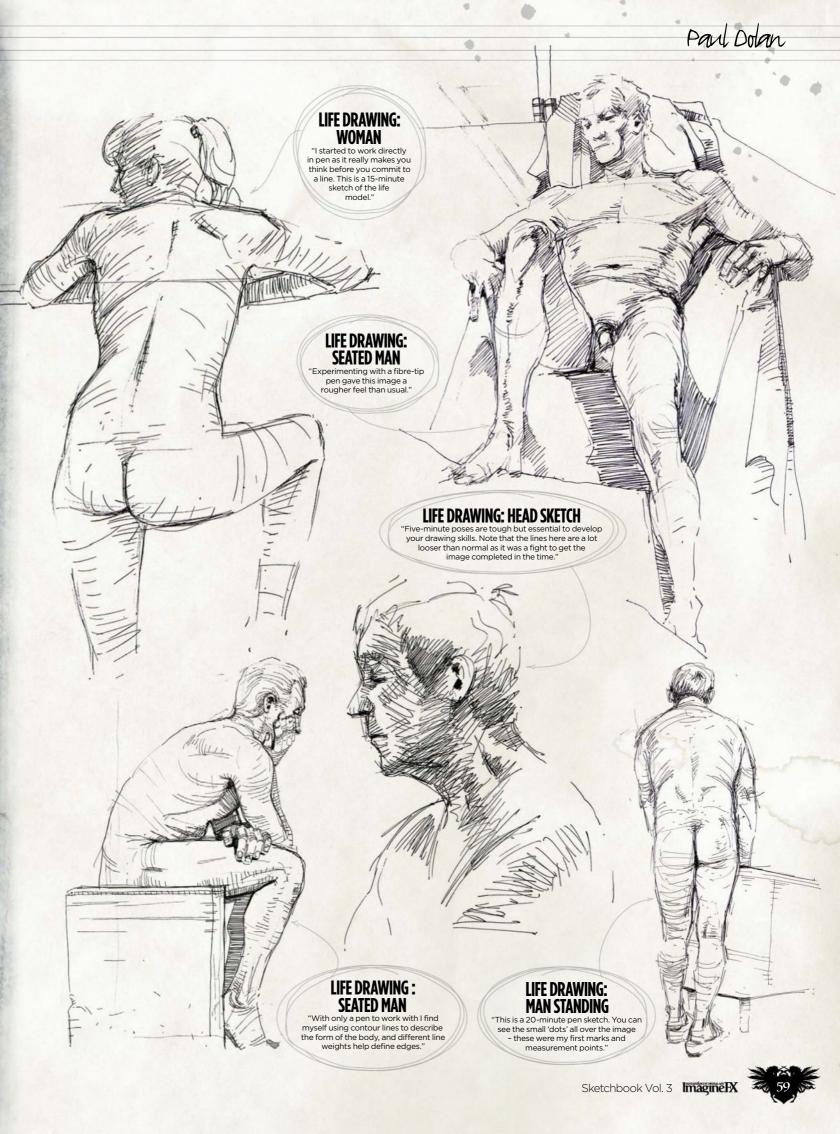


TENTACLE HEAD

"An initial sketch of the creature and another page working out the arm detailing - working digitally and being able to duplicate and iterate helps with this process enormously."







Tara Fernon

The appeal of wildlife - both friendly and aggressive comes across clearly in this artist's sketchbook



Tara Fernon



Tara works on a sustainable-living farm in Redmond, Washington, US, and her first big break was when she was chosen

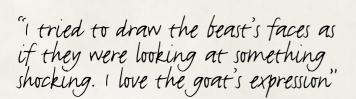
by Jon Schindehette to be his concept art/illustration intern at Wizards of the Coast for a summer.

www.tarafernon.carbonmade.com











CHIMERA "This is a drawing I did for an art blog. It was supposed to focus on the frightening and unusual. I tried to draw the beast's faces as if they were looking at something shocking. I love the goat's expression.



"The Monkey's Paw is a great story. If you thought his paw was bad, the rest of him must be pretty sick.





WARDOG

"While I was drawing this, I imagined the feeling of being laid out in the snow and just how cold it must feel. That's what high school in Colorado felt like during winter!"

TIGER HEARTS
"Tigers seem to come up in my drawings a lot. I just feel like sometimes, you need to draw a demonic tiger over a platter of sacrificial hearts. Yeah, that looks good."









Imagine IX Sketchbook Vol. 3



"Sometimes you need to draw a demonic tiger over a platter of sacrificial hearts"

ODYSSEY CIRCE
"I started doing an artist's study of John Waterhouse's Vanity. I tried to transform it into something else. I love depicting stories, so I turned it into Circe from the Odyssey, because I'm inspired by mythology. I love this I'm inspired by mythology. Hove this drawing so much that I decided to do more of Odysseus' travels and am now working on a series of them."

ODYSSEY SIREN

"This is my favourite drawing right now. This is the second piece in my personal project for illustrating parts in the Odyssey. Can you see Odysseus' ship in the waves?"





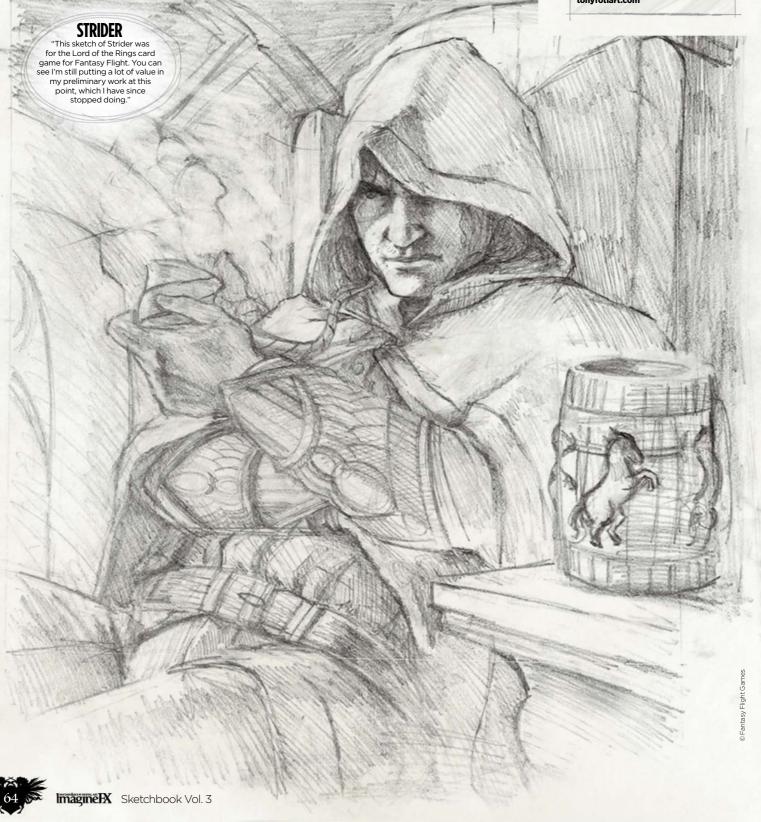
Tony Foti Well known for his card and games illustrations, Tony reveals some early sketches and his evolving techniques

Tony Foti



Tony Foti is a freelance illustrator who landed his first job painting cards for the Warlord CCG and has since created imagery for

books, magazines, board/tabletop/ video games, trading cards and film. These days he regularly contributes to Dungeons & Dragons and Fantasy Flight Games' Star Wars, The Lord of the Rings, and Call of Cthulhu lines. tonyfotiart.com









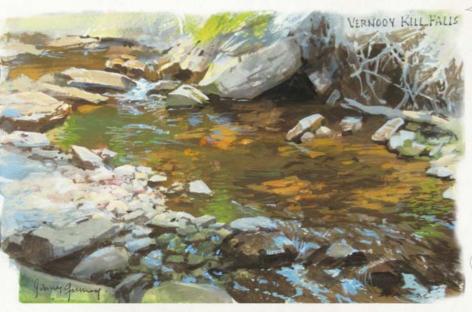
James Gurney
The artist uses sketches to gather raw material – forms,
colour, light and atmosphere – for his fantasy work

James Gurney



James Gurney is the author and illustrator of Color and Light: A Guide for the Realist Painter, Amazon's number-one

bestseller in painting for 150 weeks. He's also the creator of the New York Times best-selling Dinotopia books. jamesgurney.com



VERNOOY

'This pond in a Catskill stream fascinates me because of the reflections and transparency of the water, effects that cameras can't capture."



JAY CHAPMAN

"I sat behind this gentleman at a performance and was fascinated by the planes of his face and his silhouette.'







"On my first trip to England, I took only a sketchbook and a tape recorder and left the camera at home. That forced me to look."

ALTERNATIVE REALITY, JFK ELF

"Some of my sketchbooks record a trip through an alternative universe. A 'grandchat' blocks a back alley of alternative universe. A 'grandchat' is ICK's a back alley of alternative universe. AltGeneva, while a dwarf waits in JFK's underground terminal."

LONDONER

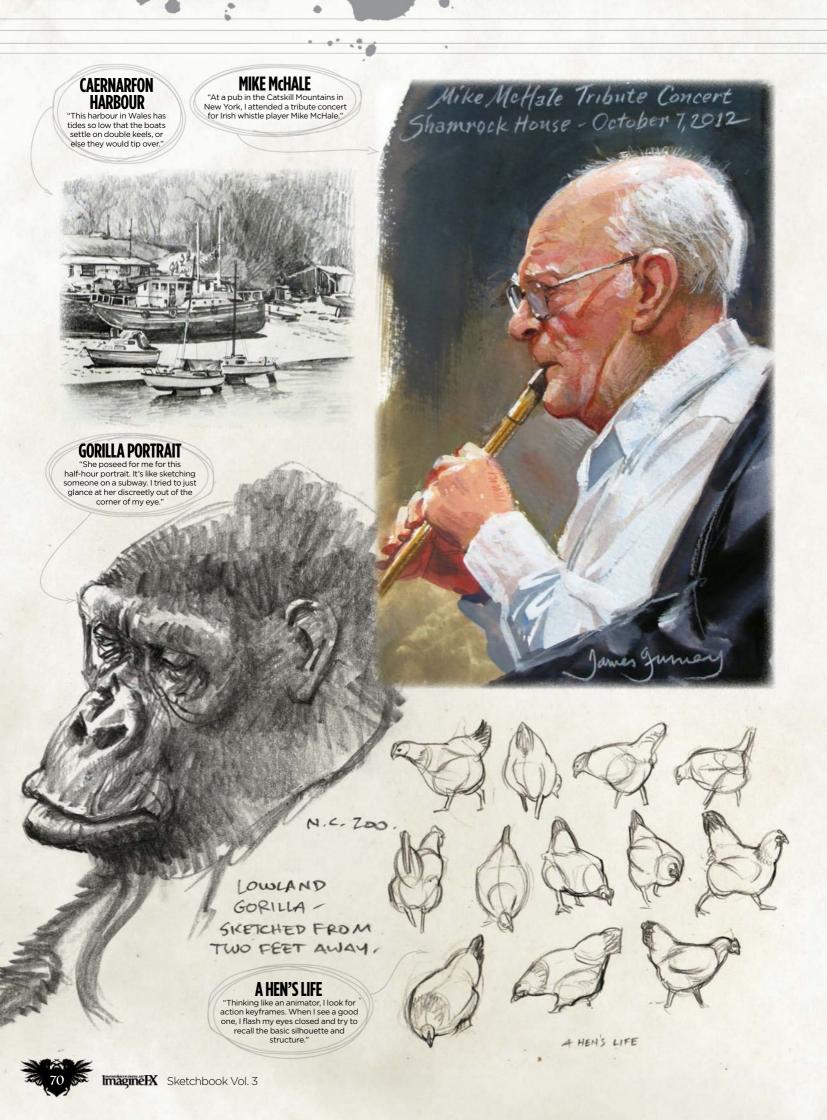
"On a long flight from London to Cleveland the other day, I sketched a portrait of the gentleman across the aisle from me. He didn't look over."

GRINNELL LIGHT

"The mysterious light on Grinnell Street. In actual fact the street is evenly lit, but I painted lighting that only imagine."









RUTSEN SWAMP

"This is a weird and haunted place where a town once stood. A millionaire bought all the houses and tore them down."





AMTRAK Station

"Train stations are the setting for a thousand little human dramas of arrival and departure, The cool light from the big window contrasts with the sharp warm lights."



FIELD COMBAT

"Looking at 16th century German field armour in a museum, I imagined the scene taking place with real people outdoors."

"Like an animator, I look for action keyframes, then close my eyes and try to recall the basic silhouette"

Dan Howard

The illustrator opens up his sketchbook to reveal floating trees, horned women and mutant turtles

Artist

Dan Howard



Dan is a freelance concept artist and illustrator in Los Angeles, California. His past work includes Ubisoft, Rocket Games,

Gaia Interactive, Chocolabs and more.









How to Train Your Dragon 2

Artists who worked on the dragons 'n' Vikings tale reveal some of the sketches that led to the smash-hit sequel

DreamWorks Animation COUNTRY: US

DreamWorks Animation has produced animated feature films since 1998's Antz, which featured the voice of Woody Allen. How to Train Your Dragon 2 is its 29th film, and the accompanying Art Of HTTYD2 book (including over 300 concepts, preliminary drawings, architectural plans and digital artworks) is published by Titan Books. For more information on the art book visit http://ifxm.aq/ifxHTTYD2

TOOTHLESS

Concept artists Tron Mai, Ryan Savas Paul Fisher and Johane Matte tackle Toothless. Character designer Nico Marlet: "We added a few refinements to make him look a little older."



Nico Marlet came up with the first idea for this character. After a couple more passes by other artists. Nico then finalised it with a dragon-skin cape.

























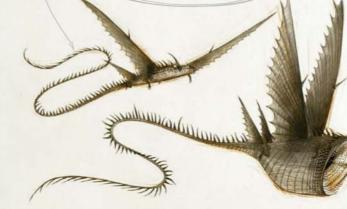


THUNDERDRUMS

Nico Marlet came up with the design and look of these thunderously scary dragons with his trusty pencil and markers.









Imagine X Sketchbook Vol. 3





Miles Johnston The English illustrator opens up his sketchbook to share his love of visual metaphor and creative composition

Miles Johnston

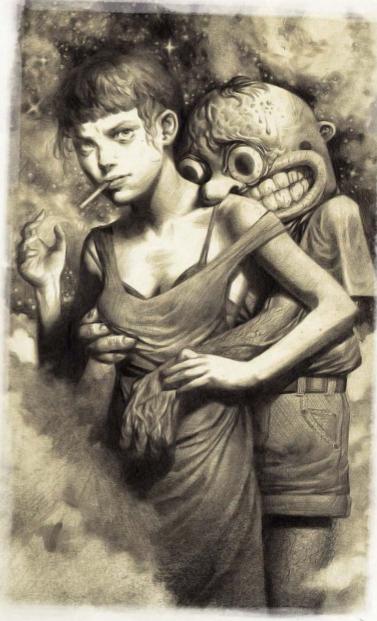


English artist Miles is a largely self-taught illustrator who recently moved to Sweden to study at an atelier. Having

finished his studies, he now works as a freelancer and also runs the Dirty Sponge podcast, in which he hosts unscripted interviews with his favourite sci-fi and fantasy artists. http://ifxm.ag/miles-j

"I liked the way this looks in person. The graphite is shiny and the red pen is a lot more matte. As I moved it around in the light it reminded me of old shiny Pokémon cards."





CREEPER

"Artists have dedicated a ton of their work to glorifying the pain and longing of failed relationships and unrequited love. I felt like making something to highlight the absurdity of our desires, especially when viewed on a truly cosmic scale. Next to the infinity of everything. sometimes I feel more like a creepy horny puppet caricature than anything else."



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STORM

"I started this one evening and got progressively more drunk as I worked on it to try and really loosen up on the markmaking. If you want to try something like this, get all the important focal points finished whilst still sober".



CYBER DUCK

"Not much to say about this one ... It's me poking fun at myself because I'm not very good at designing a lot of the concept art standards.

So, Cyberduck."

GREETINGS

"This was a double-page spread for the Moleskine Project #3 at Spoke Art Gallery in San Francisco. The idea is that a portal opens up next to a young woman in a field as she is mourning the loss of a lover. Tiny little creatures spill out of it that are equally fascinated and somehow sympathetic to her sadness."

"A portal opens up next to a young woman in a field as she is mourning the loss of a lover"







This Eisner Award nominated artist mixes stylised and realistic pin-up portraits in his sketchbook

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Artist PROFILE

Viktor Kalvachev country: France



Born in Bulgaria, where he earned a master's degree in fine arts, Viktor moved to the US to work in video games, and produced the

graphic novel Pherone and crime series Blue Estate, the latter of which received two Eisner nominations. He now lives in Paris, where he's opened a studio and developed a video game. www.kalvachev.com

RIVI MADISON II "This is another drawing of Rivi Madison, which I started from life and finished later. I was inspired by her bursting-withenergy curves, and created these little creatures and elements based on

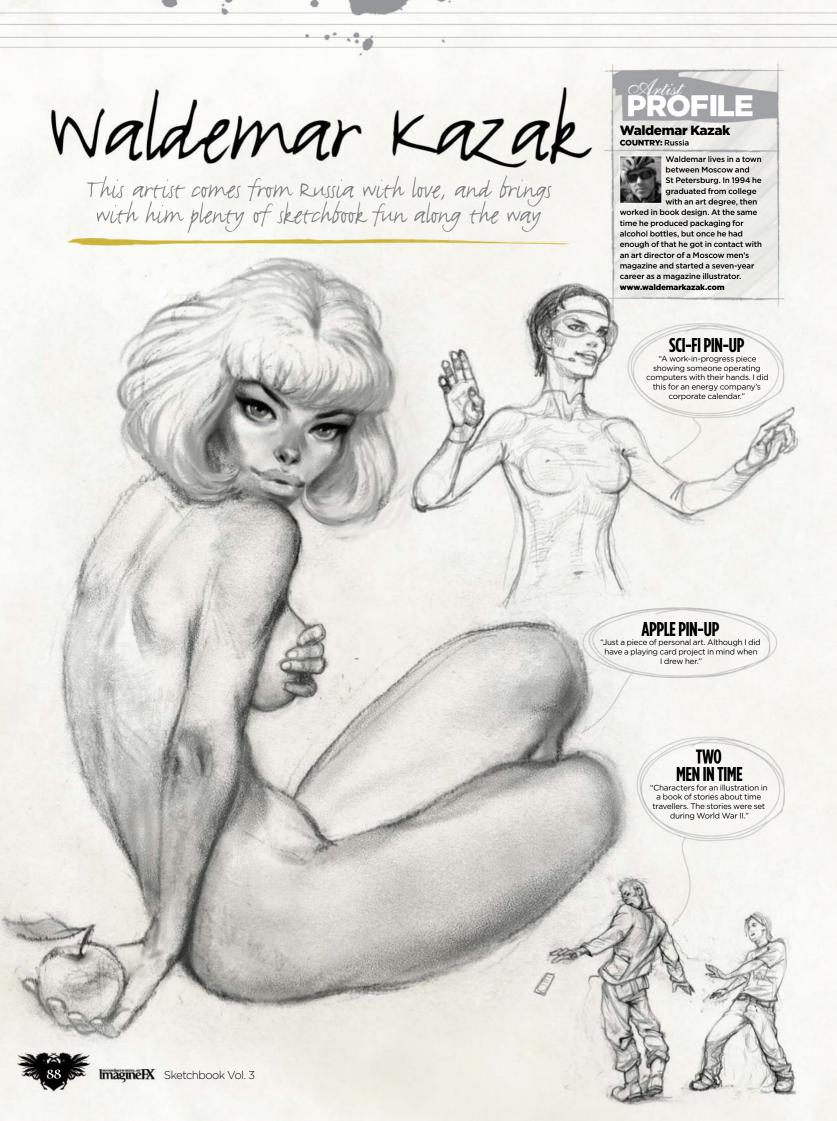
her silhouette line.

"she is happy to punish, he is happy to take it."











BOUDICA
"I wanted to paint the queen of the British Celts who led a rebellion against the Romans."

MAD CAT

"This was the development of an idea for some card art. The client worked at a factory that produced food packaging."





RED BEAR

"A crazy Russian in an even crazier Wild West film. Ride 'em, cowgirl - or should that be beargirl?"

CATWOMAN
"This was a simple sketch for a petroleum company. I thought that making her catsuit resemble a coating of oil worked well."



"I thought that making her catsuit resemble a coating of oil worked well"







The comic book artist opens up his sketchbook and reveals how it helps him get out of his comfort zone

Ken Lashley



Ken, otherwise known as Ledkilla, has worked in the world of comic books and illustration for well over 20 years, drawing

celebrated characters such as Batman. Superman and the X-Men. But he's also collaborated with high-profile companies such as Hasbro, Lucasfilm and Mattel, creating artwork for their toy ranges and events.









Chuck Lukacs

This artist likes to draw fantastical creatures rubbing shoulders with characters from the land of '70s sitcoms



Chuck Lukacs



Chuck is an award-winning artist who's best known for his illustration work on Magic: The Gathering and Dungeons & Dragons. He's

also written art tutorial books, and has created sci-fi and fantasy art on a range of media, including ceramics and wood. He teaches character design at the Pacific Northwest College of Arts in Ohio, US.

www.chucklukacs.com



"This was an insectoid character, born from a Fantasy Genesis role, along with being a concept test for creating a creature to function as both an adult and a young adolescent."



"TV'S FRANK CANNON, COMPO & FRIENDS"

"I love to freeze-frame old '70s shows and sketch all the folks that time's forgotten. Here are the characters from Last of the Summer Wine."

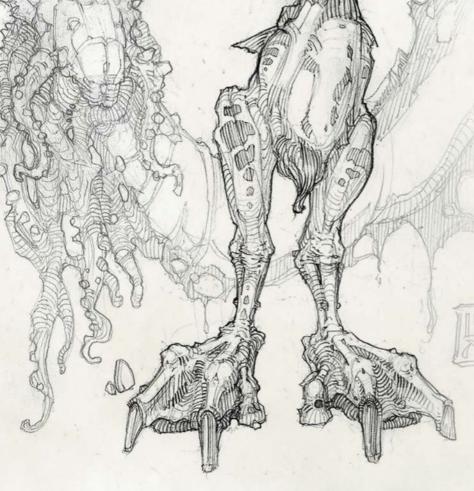
MY INNER CANADIAN

"A self-portrait from when I was thinking of dual citizenship. Och, they'd probably nae have me... The runes say, 'Take off to the Great White North'."





"Sometimes it's the photo reference that leads the mind through the sketch"







BELA LUGOSI
"I almost never go to this level of finish on a sketch, but I started this as an in-class demo and it just wanted a bit more time. I love to lay down a tone over the line work, then cut deductive marks in with an eraser."

BROCCOLI SHEEP

"I used this character as a sample for my class as we got into anthropomorphism. I think it's important to pay attention to period, multiculturalism and ritual or rites of passage, because so much can be said about your character's world without ever saying a word."





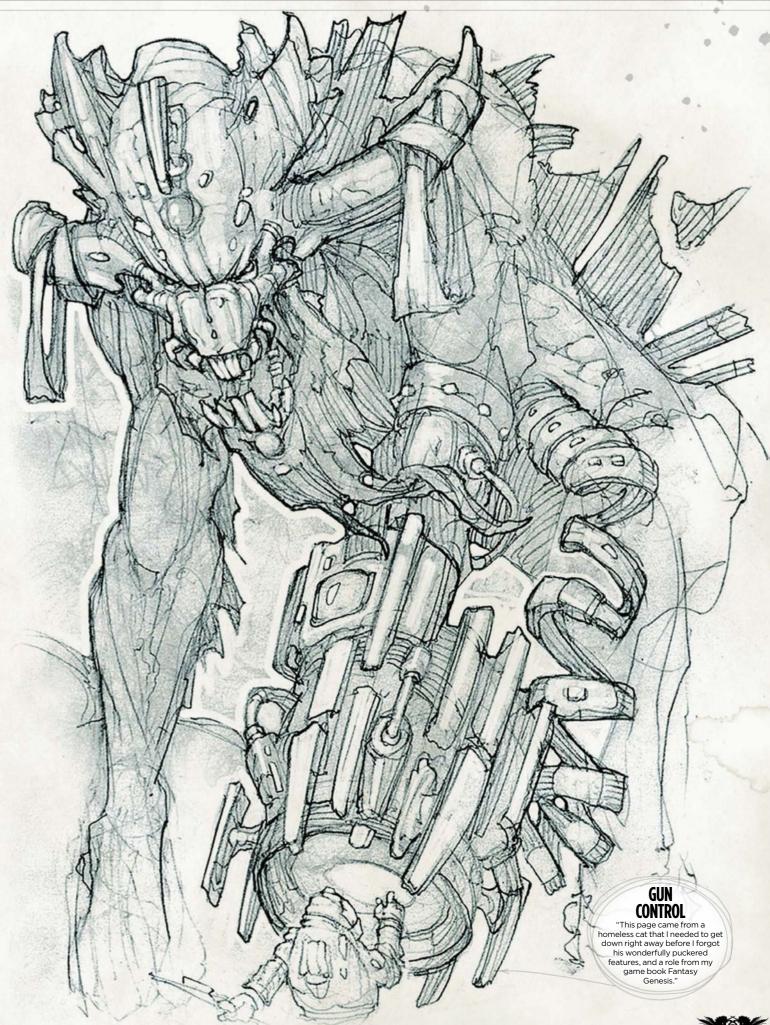
"so much can be said about your character's world without ever saying a word"



Imagine X Sketchbook Vol. 3

PIRATE FUN

"What I really love about sketchbook characters is that you can create a whole cast, with narrative archetypes, behavioural intricacies and complex expressions within a couple hours. It's almost like casting who will be in your painting."



1ain McCaig

Entertainment industry veteran I ain still feels the magic of picking up a pencil...

Artist PROFILE

lain McCaig country: Canada



lain is an artist and writer with 35 years of film, game and illustration credits to his name. He's best known for his album cover for

Jethro Tull's Broadsword and the Beast, for his contributions to the Fighting Fantasy gamebooks, and for his Star Wars designs for Darth Maul and Queen Amidala. He carries Tombow pencils and a hand-cranked pencil sharpener with him everywhere. iainmccaig.blogspot.com

SARAH AND VEKTOR

"Titanfall was a gift of a project: the only brief was to design a rag-tag band of adventurers. Sarah is my nod to Terminator 2's Sarah Conner, a blood relative of Mad Max's Furiosa. I tried to capture the moment just before her inner armour comes down, her eyes betraying a whisper of vulnerability. And Vektor is also a 'yet-to-beused' character from the game. Thank God for sequels!"

ELLIE

"I've made umpteen attempts to bring Terri Windling's Sorcerer's Apprentice to the big screen. In this version, the apprentice is a brawling street rat who flattens opponents with her enchanted fists."



"Titanfall was a gift of a project: the only brief was to design a rag-tag band of adventurers"

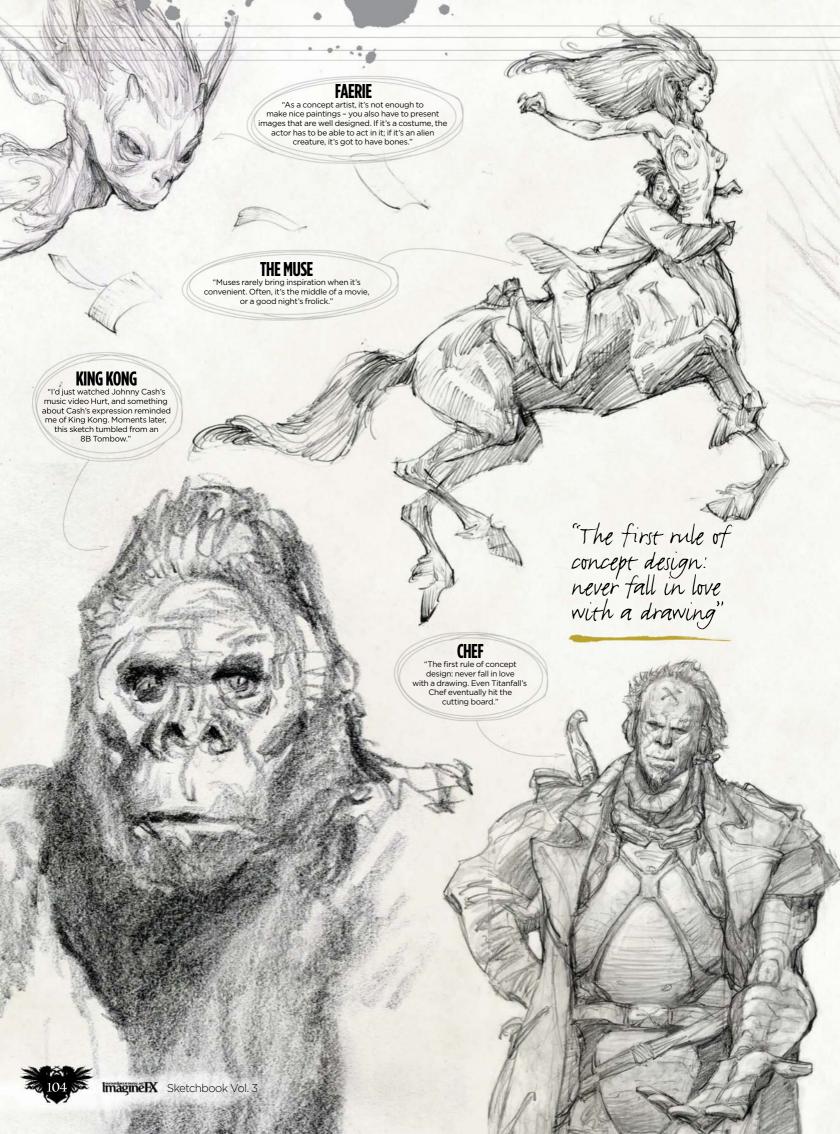


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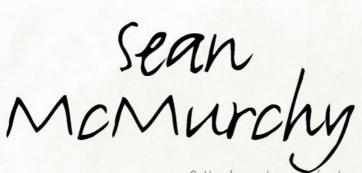












Like many artists, sean fills his sketchbook with exploratory work, prelims and some random fun stuff

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Artist PROFILE

Sean McMurchy



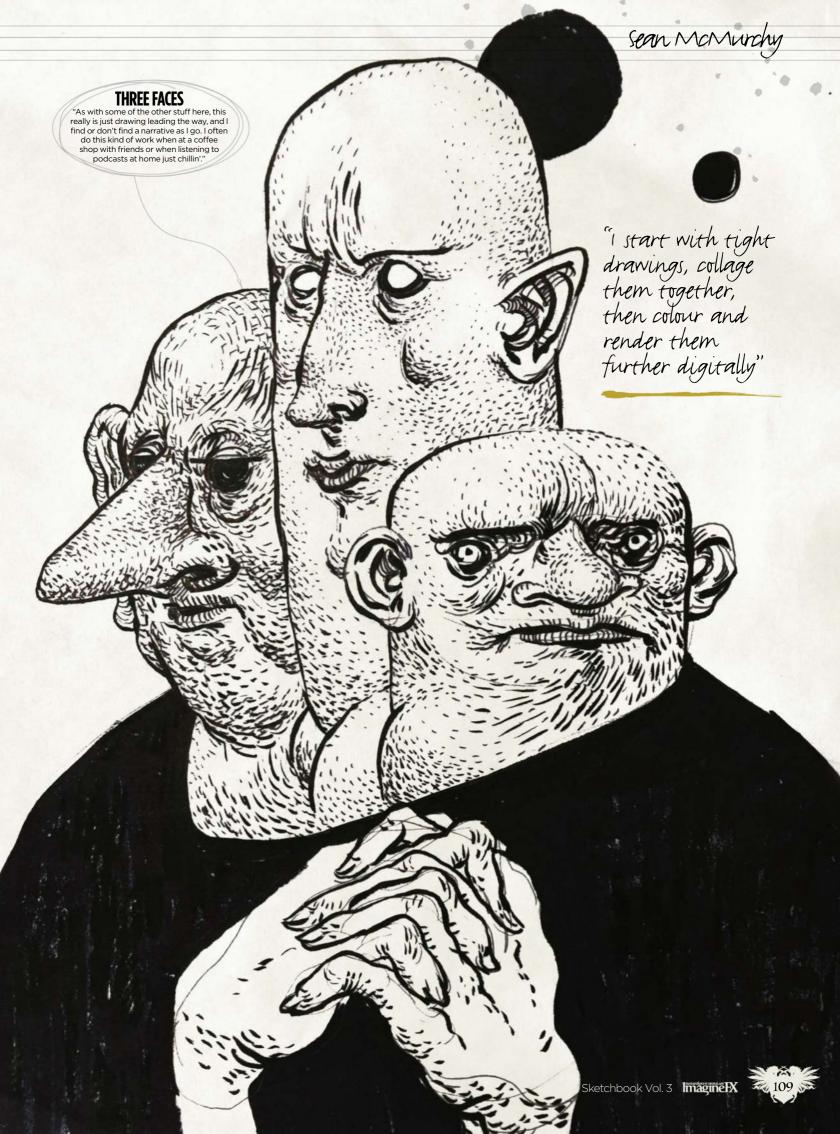
Sean says he has been a professional visual maker all his adult life with almost a decade of experience working in the creative

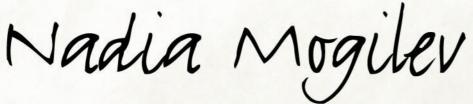
industry including video games, tabletop games and books. He uses both digital and traditional methods. He is from Vancouver, Canada, but lives in Cambridge and works out of a shared studio, the Cambridge Art Salon.











Russian faerie tales and a friend's bad dreams are some of the inspirations behind this concept artist's sketches

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Artist PROFILE

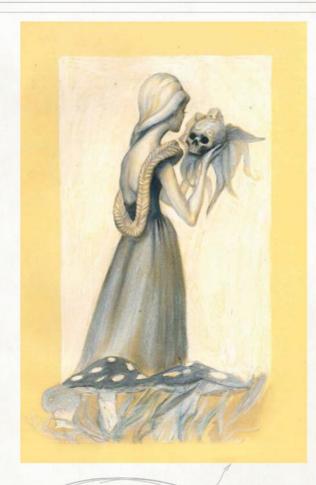
Nadia Mogilev country: England



Nadia lived and worked in San Francisco, where she moved to study illustration at Massive Black's Safehouse Atelier. She

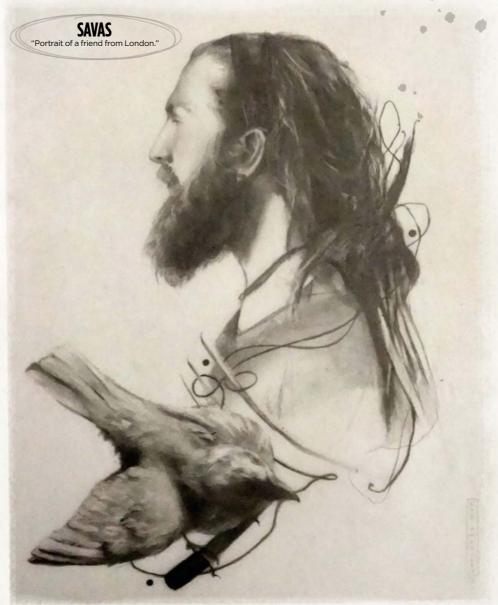
moved to England in 2011 and established herself as a freelancer for video games, television and advertisements. In 2013 Nadia joined the MPC Film Art Department in London, producing concept art work for feature film projects.





CONVERSATION
"I drew this after being inspired by a dark spirit of Russian faerie tales."

"Sometimes I use a ballpoint pen to sketch. Every line is a commitment, which makes your marking decisions bolder and boosts your confidence. These are a few sketches from my last trip to San Francisco."

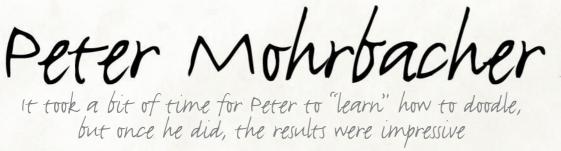












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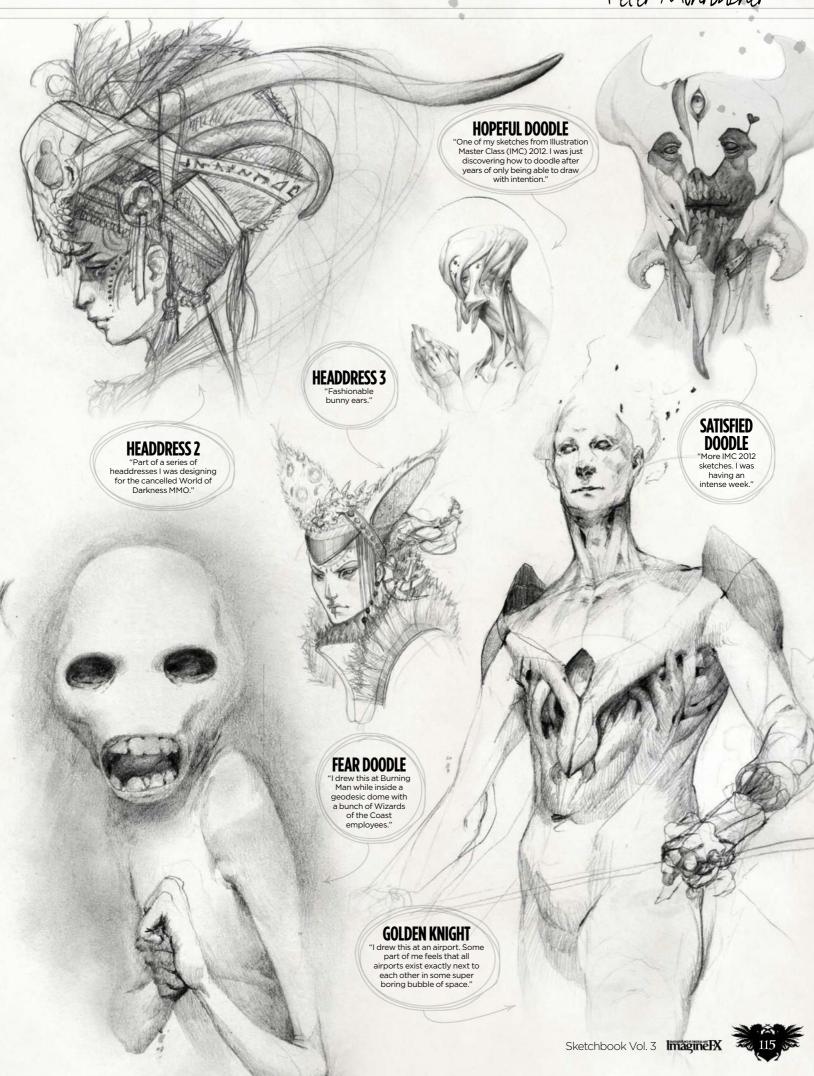
Peter Mohrbacher



Peter is an independent illustrator and concept artist living in the Chicago area. Primarily self-taught, he's been part of the game

industry for around seven years. These days he works primarily on self-owned projects in addition to an online mentoring program aimed at helping aspiring artists establish themselves.









Mark Molnar The concept artist and illustrator sketches both for relaxation and in order to work out tricky projects

Mark Molnar COUNTRY: Hungary



Mark Molnar is a concept artist and illustrator who has been working in the entertainment industry for nearly 10 years. Currently

he is leading a Budapest-based visual development company, Pixoloid Studios, and also works as a freelancer for various movie and game projects. For more insight into Mark's process, you can check out his tutorial artbook at http://behindthepixels.net.

markmolnar.com

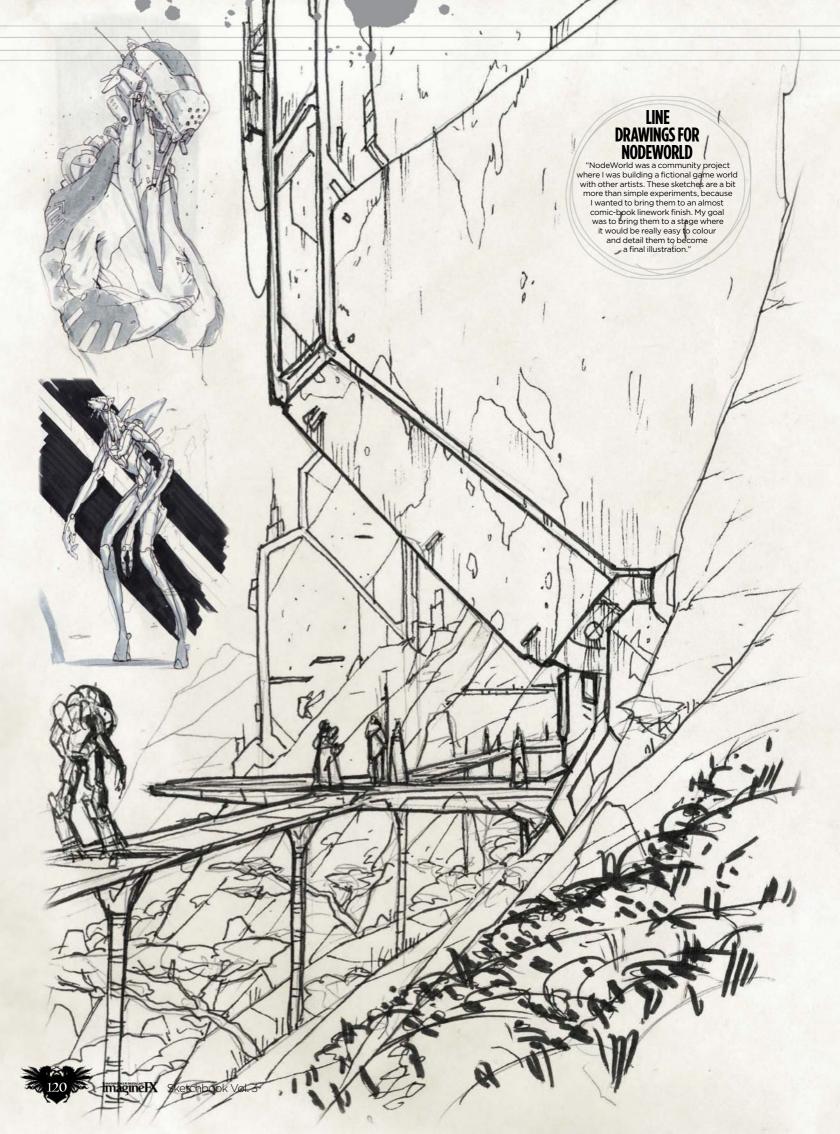
FUNCTIONAL

"I like to create slightly more detailed sketches for various parts of a design that I am not quite sure about. I had to design a steampunk/diesel mecha and I wanted to experiment a bit more with the design of the cockpit, the joints and the panelling of the robot."

SEA GIANT

"I can't imagine a more relaxing thing than simply drawing something for myself without any limitations or client brief. These are the times when sketchbooks about random things."





Mark Molhar







URBAN SKETCHING

"I use a really small pocket sketchbook for doing life-drawing sketches on the go. I use it on the street, in cafés, buses, airports, etc. The function of this is simply practice. I don't want to create the prettiest line drawings, I just draw what I see. Streets, cars, nature, people everything and anything around you can be inspiring."

"I draw what I see. streets, cars, nature, people - everything can be inspiring"









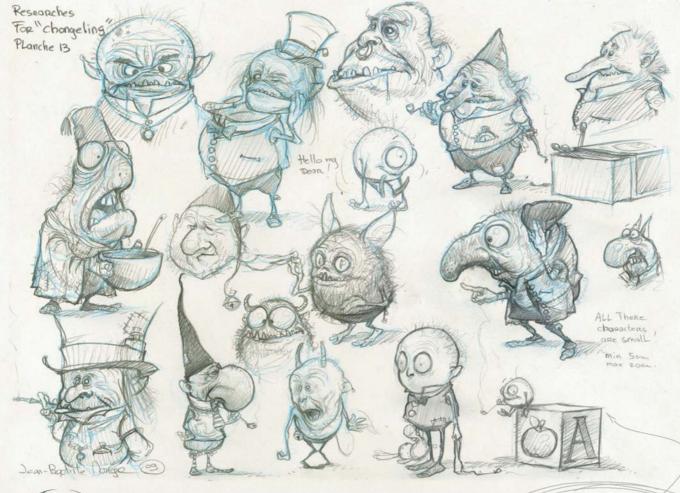
Jean-Baptiste Monge The French-born character designer reveals his love of video gaming – and his enjoyment of the darker side...

Jean-Baptiste Monge **COUNTRY:** Canada



Jean-Baptiste is a French illustrator and character/ creature designer who lives in Montreal, Canada. He works on his personal

projects and the proper dissemination of his artwork with his partner Margo, under the infernal yoke of his two cats, Minus and Banana. Meanwhile, he also divides his time between different animation studios and freelance contracts where his talent is put to good use as a character designer and visual development artist. www.jbmonge.com



FAERY FOLKS

"An example of the type of board I draw at an early stage of character designs. After this step, the choice is the director's: the nose of one, the goggle eyes of another, the ears of a third! Just make some random choices and let's create a new one!

GOBLINS

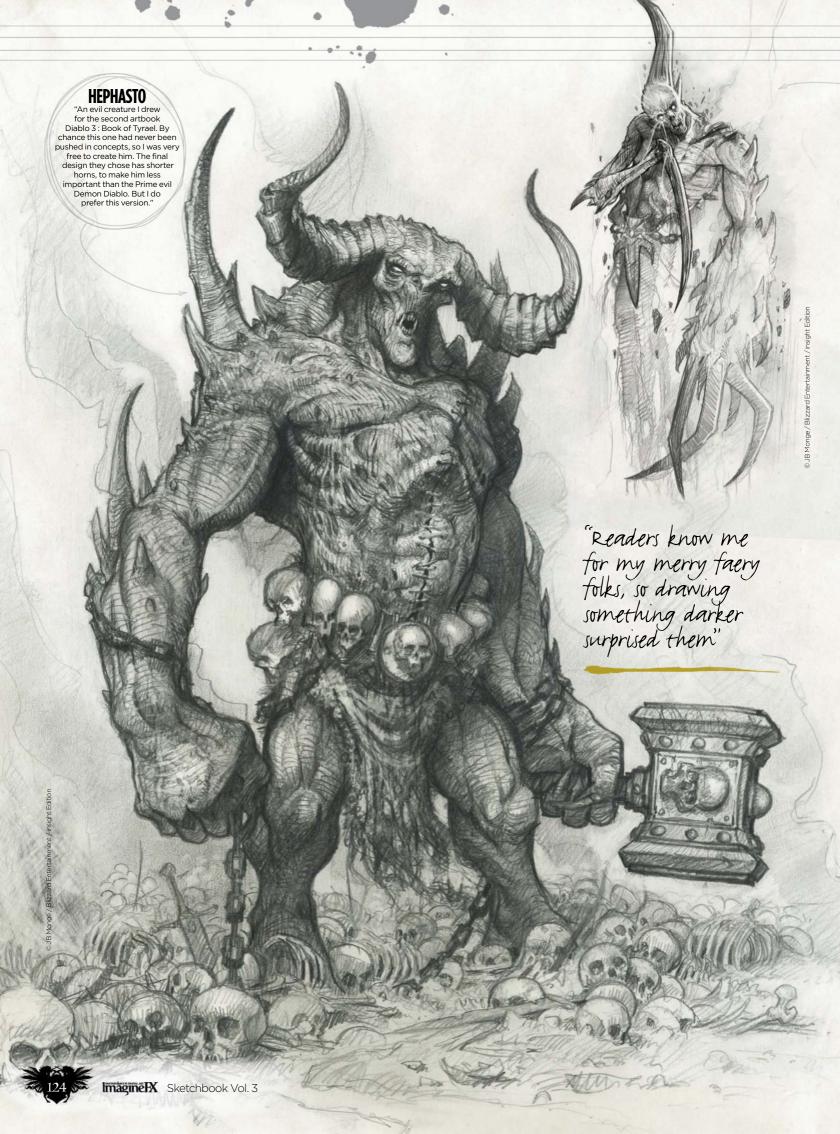
"This is a sample page from my sketchbook, which will be released in summer. I particularly like these fellows because they remind me of my old children's comics drawn by the likes of Pevo, Franquin and Roba."















This Brazilian artist creates fantasy pin-ups as deftly as street characters, as his sketches demonstrate

INKS AND PENCILS
"Those who follow my work know it is no secret that I like drawing women. I like to explore different techniques, but my two favourites for quick sketches are definitely brush pen and graphite.'

PROFIL



Will is an illustrator and concept artist living in São Paulo. He has worked in advertising, games, comic books and infographics

for clients such as Ubisoft, Marvel Comics, Dynamite Entertainment, WMcCann, Condé Nast, ESPN Magazine and iG. He's also painted one of ImagineFX's favourite pin-up covers, 2012's issue 86!

www.willmurai.com

STUDY

"I am constantly studying the female form in order to depict its natural beauty. Usually I keep studies very objective, trying to improve specifics."

FIGHTING

FEMALE

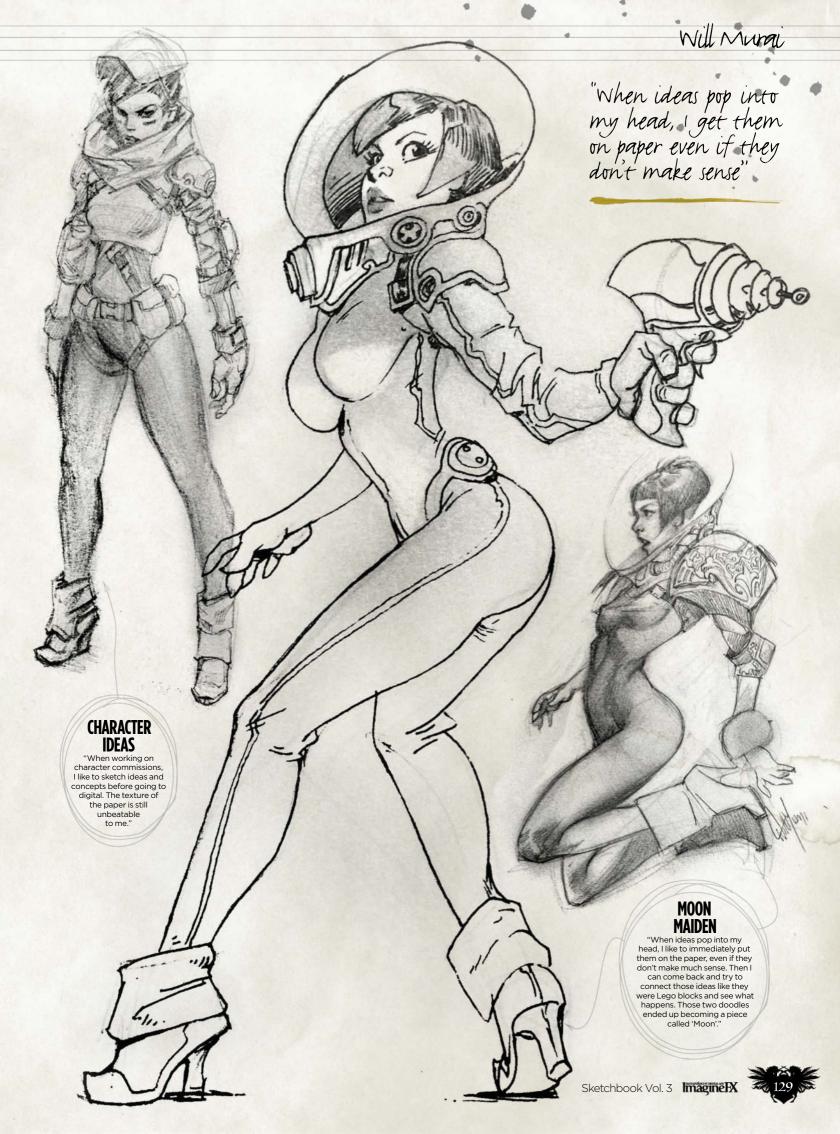
"Women in armour has become an interesting subject to me. I

strongly believe that my commitment as an illustrator is to depict a character in its most awesome and badass state possible. It is no different for

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Tran Nguyen

Tran's sketches explore themes of memory and emotion, and almost always end up as completed paintings

Tran Nguyen



Tran is a Vietnam-born artist who's living in Georgia. The painter is represented by Thinkspace Gallery

in California, where she exhibits much of her work. She is inspired by the paradox of modern living, and believes that art can be a vehicle for psychotherapeutic support. www.mynameistran.com

INSECTS OF LOVE

"These three thumbnails and the rough final sketch were completed for a short story over at Tor.com."

LIVE FOR THE

SAKE OF YOUR SOUL

"Live for the sake of your soul, because doing otherwise would be irreverent. And if we don't, it will slowly but surely dissipate from our body, leaving a vacant shell bare of existential aesthetics. If you've no family or friends worth living for, then live for the sake of your soul."







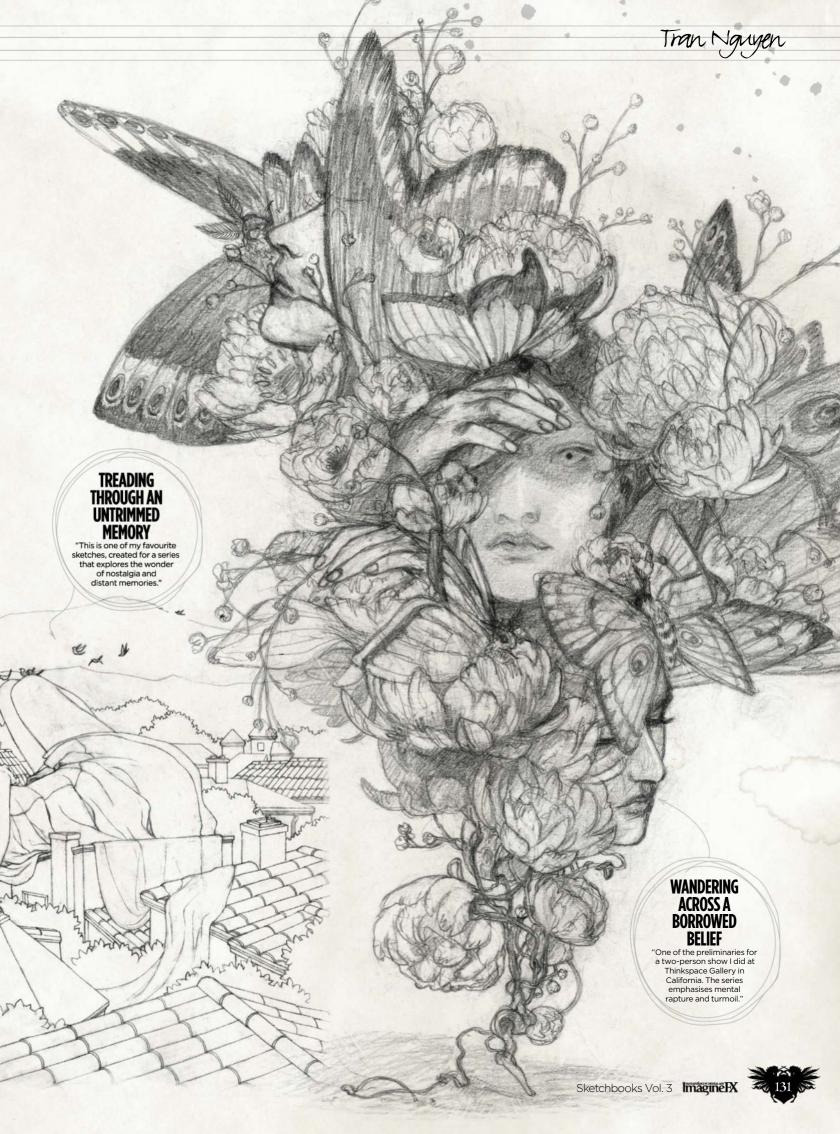


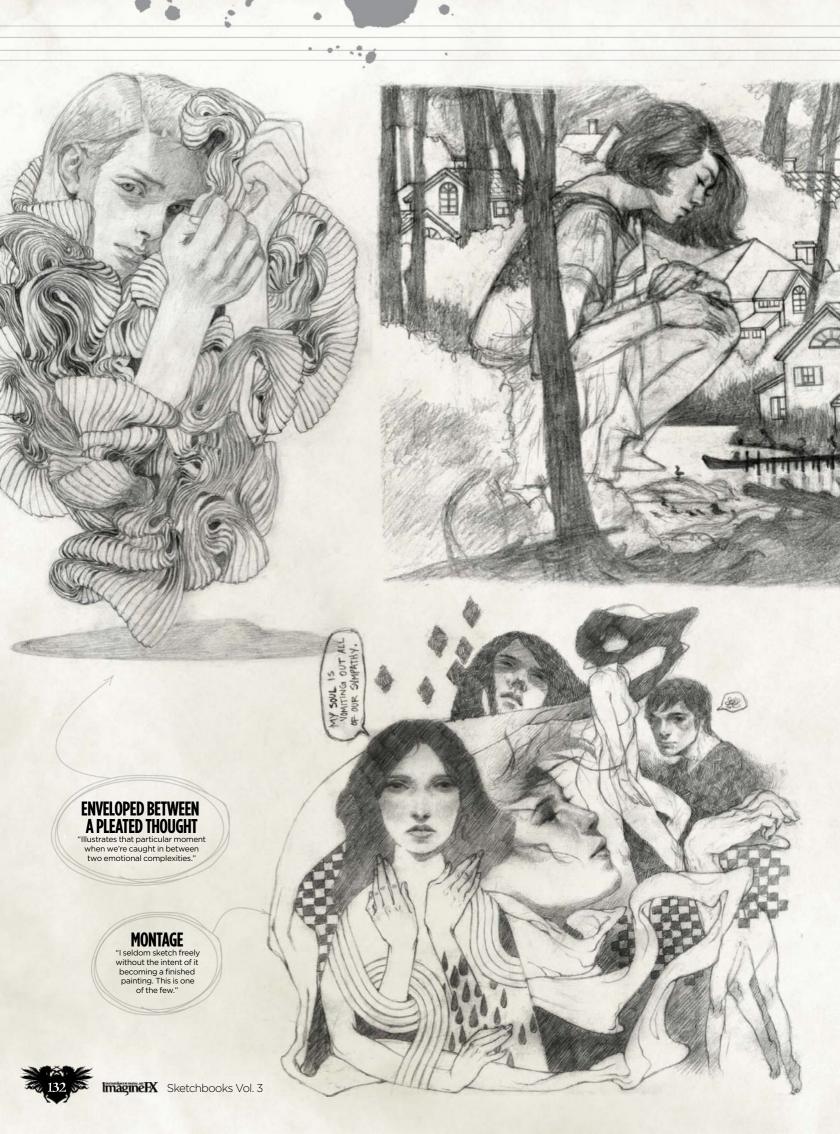
"Live for the sake of your soul, because doing otherwise would be irreverent"













Anand Radhakrishnan

The Mumbai-based illustrator reveals how he is inspired by his cultural roots and liberated by coloured paper

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PROFILE

Anand Radhakrishnan



Anand Radhakrishnan is a freelance illustrator who works in Mumbai. After graduating with a BFA in 2011, he spent a couple of

years learning illustration at The Art Department. He's passionate about drawing, painting and storytelling, and is inspired by masters like Moebius, Jeff Jones, Ilya Repin, FR Gruger, Alphonse Mucha and Antonio Mancini. anandrk.tumblr.com

MOTLEY CREW "I started off drawing from a reference shot of a fashion model ended up drawing an unlikely katana wielder with a monkey as a best friend. Acrylic on black notebook." **SOLITARY** "I derived inspiration from one of my heroes, Ferenc Pinter, for this one. Acrylic on red toned sketchbook."





PLAY OF LIGHT

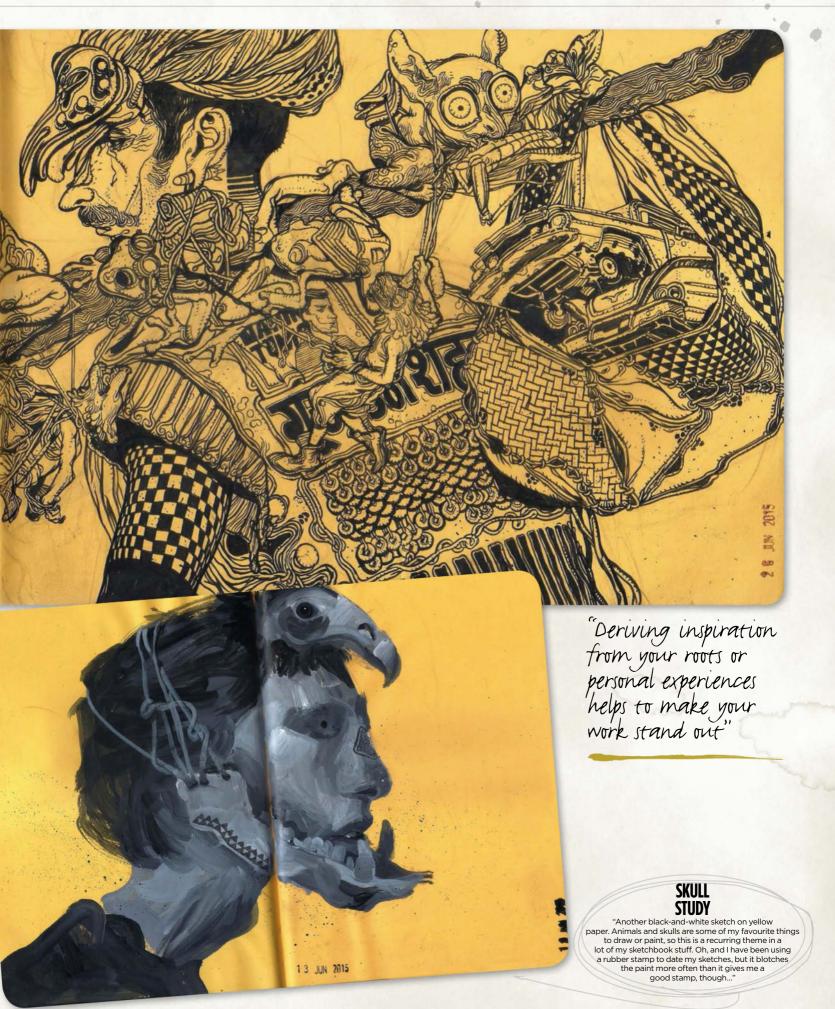
"I always thought the idea of a sketchbook with black pages is interesting because automatically any object or figure you draw ends up being a light object against a black background, and that eliminates a lot of the apprehension behind just playing about and splashing paint around. Here is a spread from that book, where I wanted to experiment with the illusion of pattern with seemingly random and erratic brushstrokes."

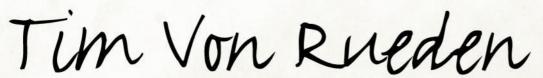
WHAT'S ON YOUR MIND?

"With this one I was just playing around with black and white acrylic paint on a sketchbook with coloured paper. The great thing, I find, about painting on a toned surface is that you get over the intimidation that a blank white sheet of paper represents. Also it sets the value scale for you along with the colour scheme."



Anand Radhakrishnan





A concept artist returning to traditional media, Tim says you should embrace your fears to push past them

THE MISCHANTRESS

"This piece was done throughout a month each night before falling asleep. This is the largest piece I've done and a reminder to continue pushing past any set limitations."

Artist PROFILE

Tim Von Rueden



Like many artists, Tim has had a passion for drawing since his younger days, and over the years this has matured into a lifestyle he

couldn't see himself without. He can currently be found in Wisconsin, USA, as the site manager, instructor and lead concept artist at Concept Cookie, where he's been heading the concept art department since 2011.

tvonn9.deviantart.com

GODDESS

"I exhibit at many conventions each year, and typically I work on a sketch throughout the weekend. I created this one throughout Spectrum Fantastic Art Live."

"At conventions I typically work on a sketch throughout the weekend"

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Dylan Teague Pages overflow with colourful characters and dramatic compositions in this 2000 AD artist's sketchbook



Dylan Teague COUNTRY: Wales



Dylan has been drawing and painting professionally for 20 years, mainly creating comics for 2000 AD,

including Judge Dredd and Rogue Trooper. Over the past few years he's produced graphic novels for Delcourt and Kennes Editions. He's kept an updated sketchbook with him since he was a kid.

www.instagram.com/dvlbot2099

ROUGH CHARACTER DESIGN

"Sometimes I just like to leave stuff at the pencil stage. I don't know why, but I always feel something gets lost when you finish up a drawing. I think in the rough stage your mind fills in the blanks and makes a better drawing."









DOODLING

"I think I started with Batman on this and worked my way out from there."

A6 SKETCHING

"I had the idea to fill up a little A6 sketchbook with scenes and character designs. It's a fun size to work on, because you can be quite loose with perspective, but it can be a little restrictive, too.





"I don't know why, but I always feel something gets lost when you finish up a drawing"

A5 SKETCHING

"Again, smaller sketchbooks can be a lot less daunting to work in. You're not faced with a big blank page. I was also experimenting with some coloured fine-liners, which were fun."



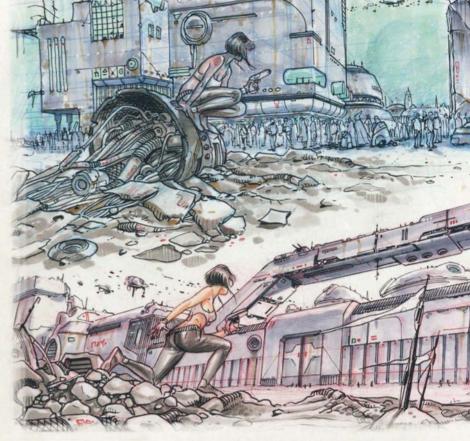
SCENES

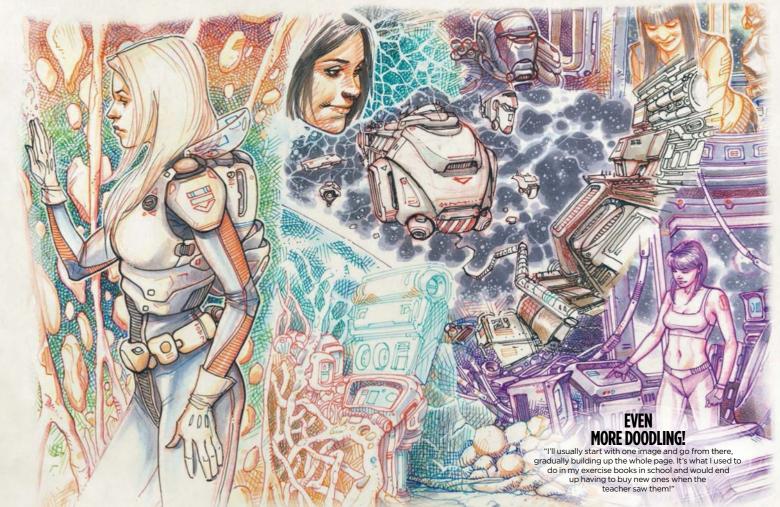
"I don't often have defined pictures in my head - I have to work stuff out on paper. Yet for some reason I had both these images quite worked out before I drew them. I ended up tidying both up with a bit of CG enhancement to the skies, but this is just the raw scan."

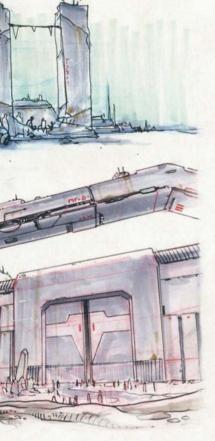
MORE DOODLING

"Here I was just coming up with scenes and ideas for a strip I'll get round to finishing one day..."









"I used to doodle in my exercise books in school and would end up having to buy new ones"

CHARACTER DESIGN

"This page started with me working out a robot design, but I ended up reverting to doodling again. The robot was for my Delcourt book Le Grande Evasion: Asylum. I simplified them a bit in the book because I had to draw a lot of them!"



Claire Wendling The comic artist shares her sketchbook that's full of childlike wonder... and lots of animals!



Claire Wendling COUNTRY: France



Claire lives in the French region Angoulême, in the south-west of the country. Having started in comics with the award-winning

Les Lumières de l'Amalou and Garance series, she moved on to producing artbooks and then on to animated films. In 2013 Claire suffered ill health and put her art on hold, but she has since returned to her work. www.claire-wendling.net

TINY **FASHION**

"Here's one of the drawings for my next sketchbook, released soon I hope. I did this back in January 2014."

MATTER **OF SHOES**

"A personal sketch that I did just for fun, some time last year."

"A lion lounging around in the sun never fails to raise a smile - or so people tell me"

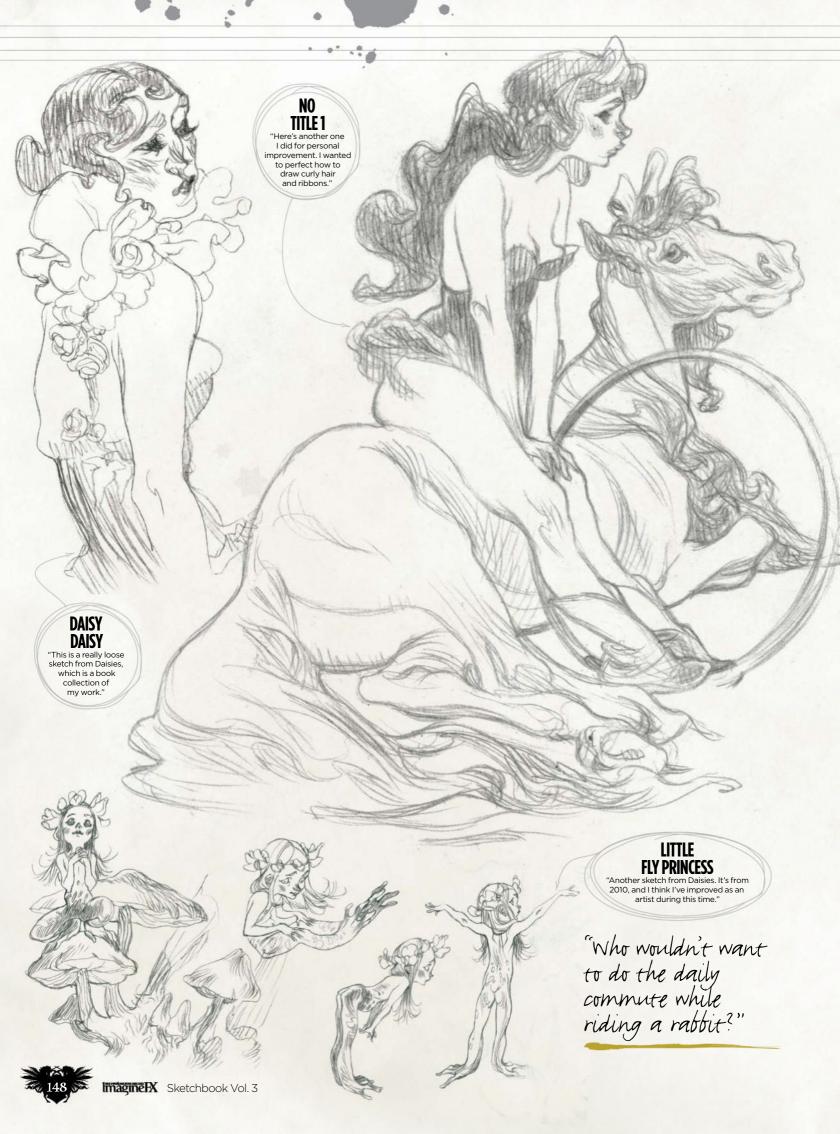
NAP

"This was realised for an exhibition that ran in Paris in 2011. A lion lounging around in the sun never fails to raise a smile - or so people tell me.'



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Darren Yeow

Robots, vampires and beasts with lounge lizard leanings make up just some of Darren's engaging sketchbook



"My take on the legendary monster. I wanted to work on a few things with this piece - namely rear-lighting a subject as well as rendering the translucency of water. I'd love to go back and refine it when I have

CAR SKETCH
"I was always a Road Warrior fan, so when they started showing off some of the car designs for Fury Road, I just had to do a quick sketch of one of them. I generally don't have much down-time between client work, so I had to bash this out in an impressionistic way. Totally falls apart when you zoom in, but it captures the essence of the machine."

COUNTRY: Australia



Singapore-born Darren studied computer science and management at university, but is now a freelance concept

designer who works in Melbourne Australia, which he shares with his temperamental black cat, Jasper. He is the creator of the Nomad art satchel, but is most famously known for his vehement disdain of pants. www.stvlus-monkev.com





LONELY **ROBOT**

"Almost all robot designs I see online tend to be of the ass-whoppin' variety. I try to actively avoid following the crowd, so this little guy ensued. Don't you just want to hug him and tell him that it's okay to have different leg lengths? I do..."





"Don't you just want to hug him and tell him that it's okay to have different leg lengths?"





looking too much like a regular monster, so my Rockabilly-aesthetic leanings kicked in."





Boris Vallejo and Julie Bell The husband-and-wife fantasy art masters give us a glimpse into their respective sketchbooks

Boris Vallejo and Julie Bell COUNTRY: US

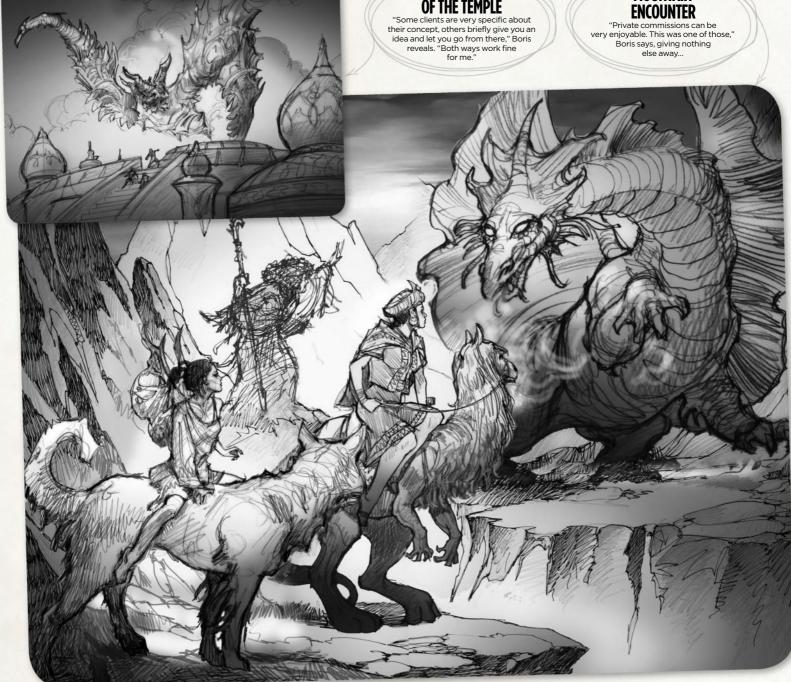


Boris emigrated from Peru to the US and carved out a stellar career in fantasy art. In 1994 he married bodybuilder and model

Julie, herself a successful painter. They now model for each other, frequently paint together or even get competitive: "Sometimes I look over my shoulder to see what she's doing," Boris quips. www.borisjulie.com

TERROR OF THE TEMPLE

MOUNTAIN



Boris Vallejo and Julie Bell



NORN FATES

"On the right, working in ballpoint pen," Julie says, "I was establishing my thumbnails for basic composition. On the left, I'm thinking more about how those figures will support my composition's statement."

MOTHER OF APOLLO

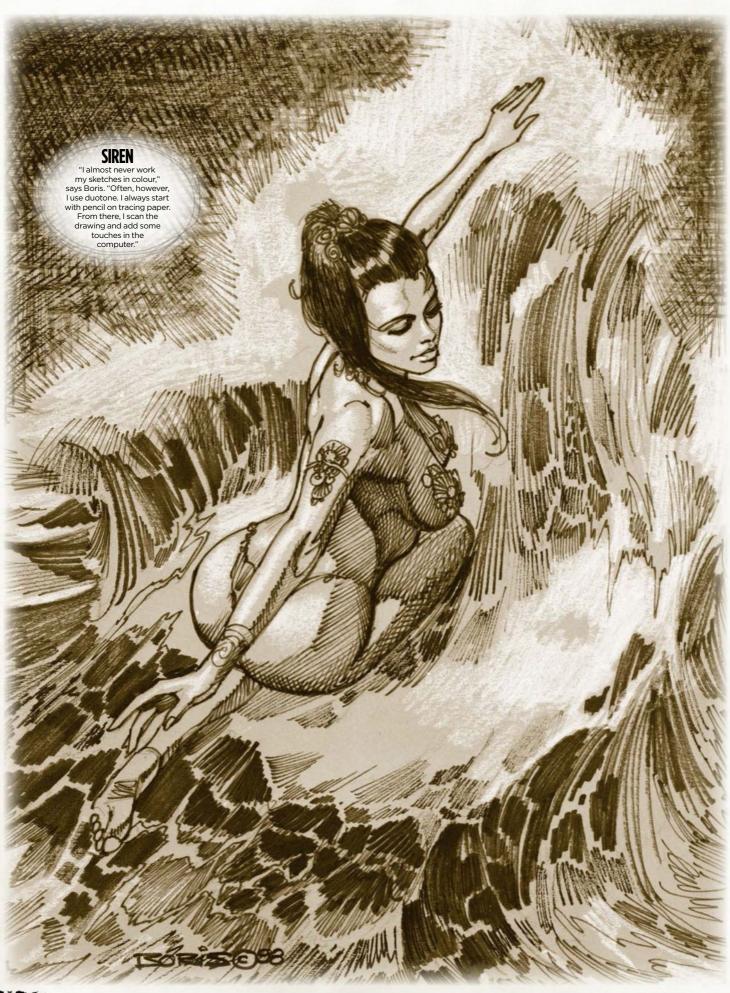
"I had a photo of the model that I was very inspired by," Julie reveals. "Sometimes this is the best starting place for me. Then I just do very loose sketches that help me figure out the story that's happening in the painting."

"Sometimes a photo is the best starting place, then I just do sketches to figure out a story"

WILD WESTERN

"A simple, very rough sketch can tell the story very effectively," says Boris.









FLAMINGO GARDEN

"Flamingos have so many possibilities in terms of shape and direction of energy flow!" Julie says. "It was important to make a decision that would create the framework for the composition."



"I love sketching winged dragons. Their wings always add to the composition"



WINGED **FURY**

"I love sketching winged dragons," says Boris. 'Their wings always add to the composition.

nature," says Boris.

SCARLET AND FUSCHIA

"My goal in this painting," Julie reveals, "is to create a feeling of peacefulness and luxury. I wanted to have movement in the composition, but keeping the figure in a fairly still position grounds the whole image."



MYTHIC MAIDENS

One of my favourite

subjects is women in



Boris Vallejo and Julie Bell



CONQUEROR





COMING OUT

"Sometimes I just like to let loose and allow the pencil to help me discover characters I didn't know were hidden in the page," Julie says.

Jeff West

Emmy award nominated effects and storyboard artist

Jeff West started doing caricatures in high school...

HAN AND CHEWIE

"I love drawing on grey toned paper with black and white coloured pencils. The white really makes it pop and adds dimension.

REDRUM "My homage to the greatest horror movie ever made, The Shining. Originally done on grey toned paper with coloured pencil. I love to come up with

YO ADRIAN

"Rocky Balboa in black and white pencils on grey toned paper. I'm a huge fan of the franchise and doing these portraits.'

COUNTRY: US



Jeff did T-shirt designs fresh out of college when he was offered a job doing storyboards and special effects for TV shows like

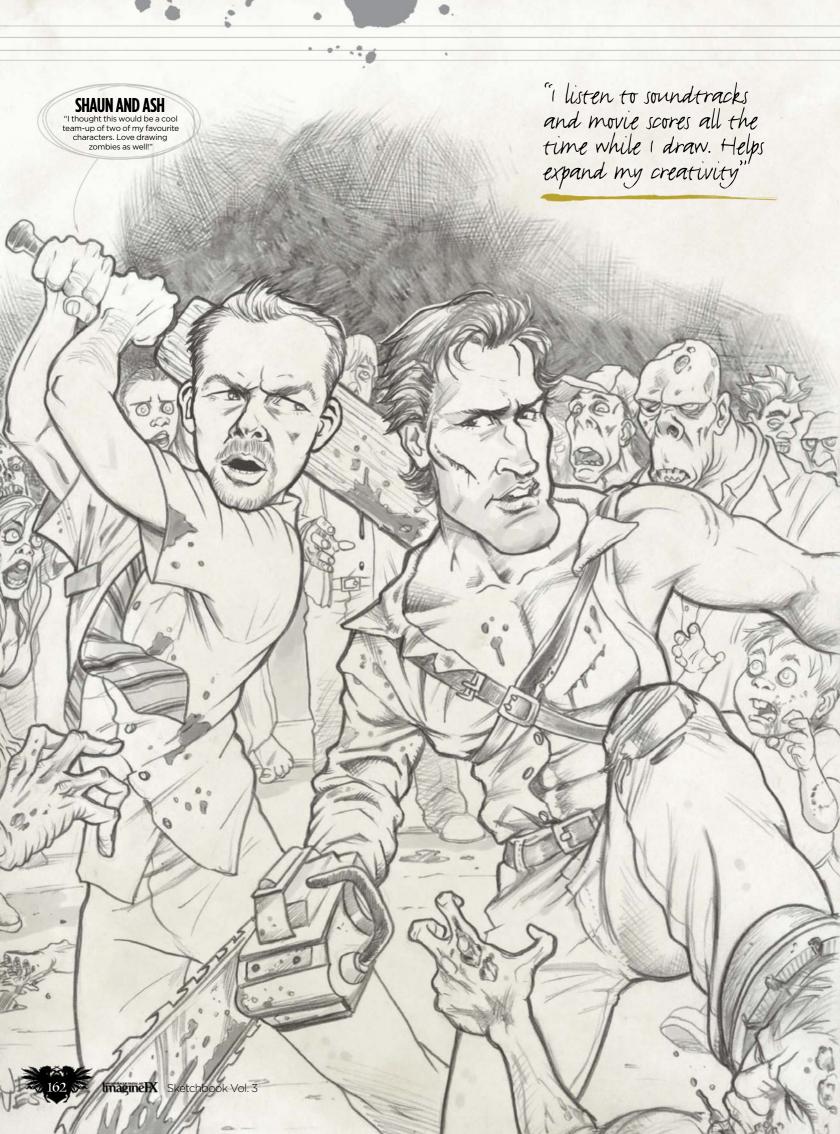
The Power Rangers. He moved on to Smallville, Buffy the Vampire Slayer, Angel and Charmed, as well as film storyboards and effects. In 2007 he was Emmy nominated for his effects work on The Sarah Conner Chronicles. www.ieffweststudios.com



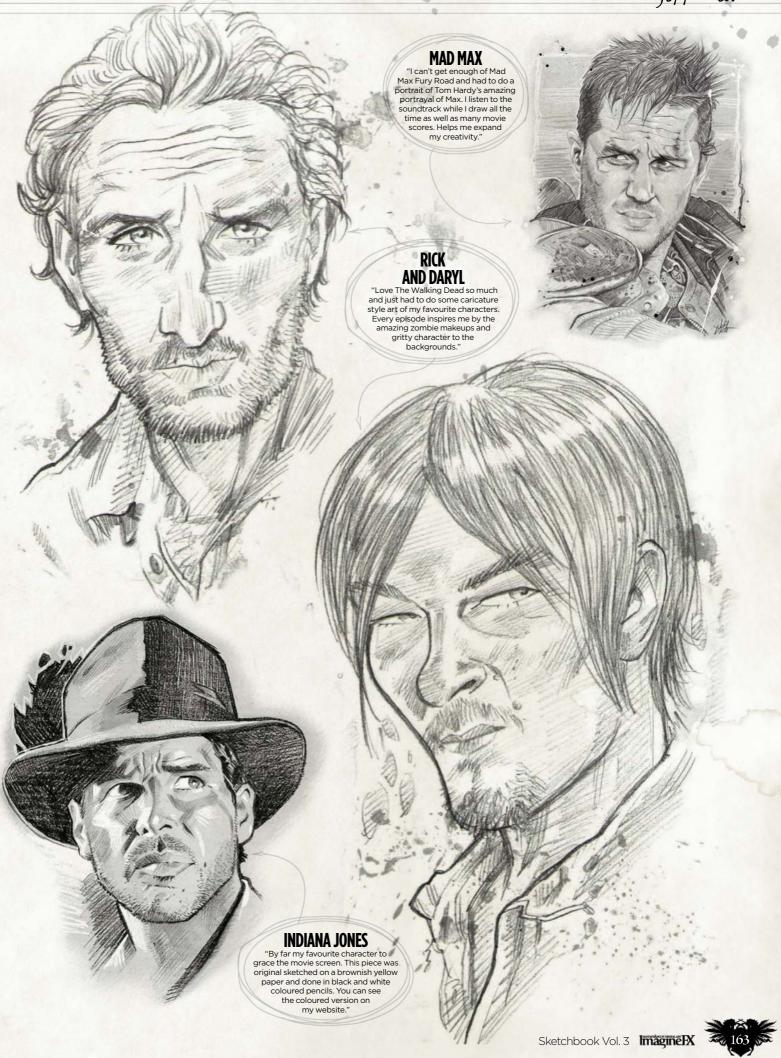






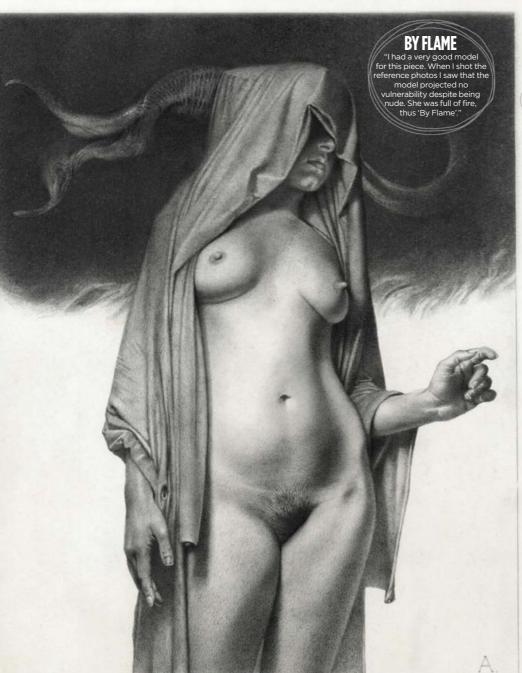






Allen Williams

The concept artist's personal work starts in reality and everyday experience... but doesn't stay there



"I place contrasting elements and analyse them. Sometimes it works, sometimes it doesn't"

SOLITUDE

"I love doing figurative work and will seek out any reason to do it. Many times I schedule model shoots with no idea in particular and I let the model inspire me, as in this case."

Artist PROFILE

Allen Williams



Illustrator/concept artist Allen's credits include Guillermo del Toro's Pacific Rimand Darren Aronofsky's Noah. When

not helping shape blockbusters, he turns to paintings and drawings characterised by dark elements and surreal themes. Every piece begins in graphite – a medium that, he says, doesn't cover his page but "infects" it. www.allenwilliamsstudio.com

THE MESSENGER

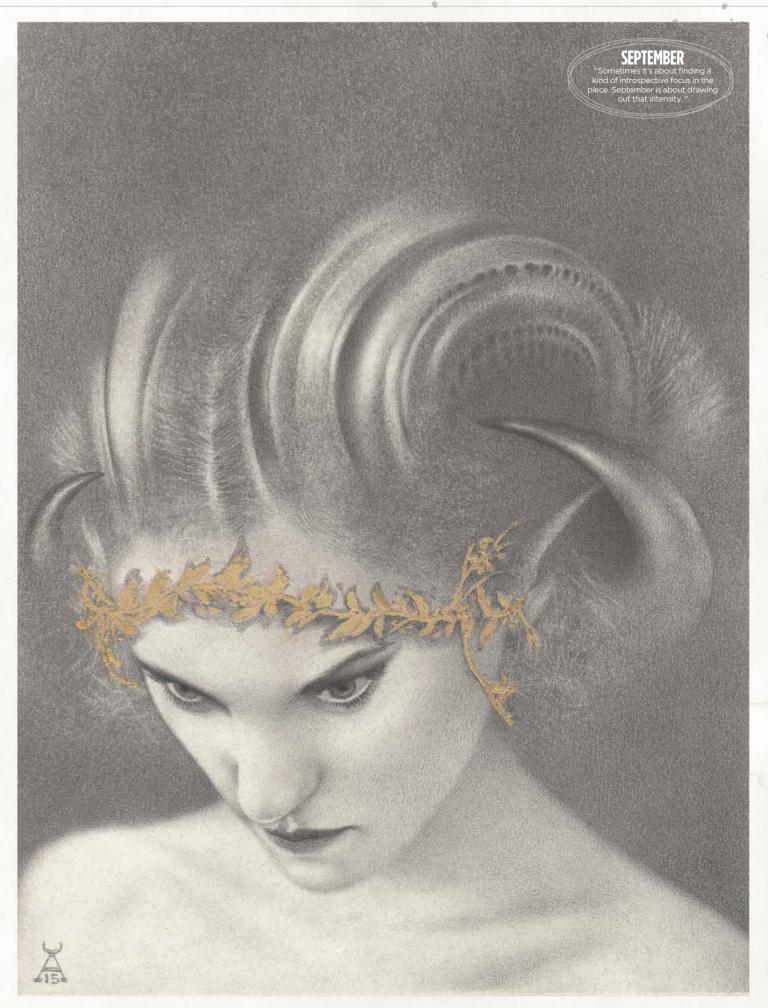
"This piece was about texture, form and rhythm but it was also contrasting imagery. The posture of the character is reminiscent of religious gestures. The halo supports this narrative, and in some legends birds are seen as divine messengers."





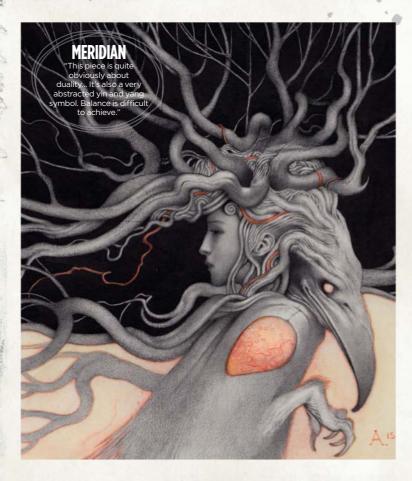


Imagine IX Sketchbook Vol. 3





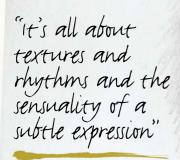
"I love doing figurative work.
I'll schedule model shoots and let the model inspire me"











ATROPOS
"The Fate responsible for the severed thread. The one who ends. The model struck such a confrontational pose that I saw this piece in a very defined way. The end is always confrontational."

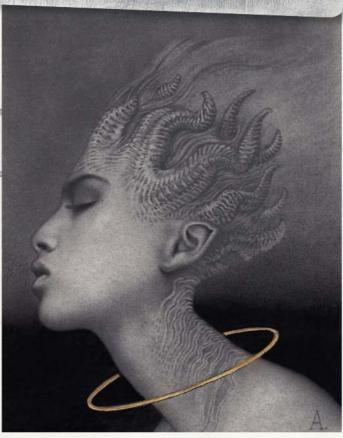


ILLITHID

"I have a fondness for Lovecraftian mythos, as do many others. Sometimes it's just about creating a fun creature. This isn't the first one I've done, nor will it be the last."

BOUND

"A demon bound by a golden circlet, a halo. The Darkness within bound by the Light within. Again, it's all about textures and rhythms... and the sensuality of a subtle expression."



Star artist, exclusive sketchbook

We passed our own Moleskine sketchbook around to some of the world's greatest artists for this unique collection of exclusives











"I love the play of abstract shapes smoke can provide. Mix that with Gandalf and you have a winning combination"









SEAN ANDREW MURRAY

"A member of the Order of the Seeing Claw, Munlo travels the swamps South of Gateway searching for recruits and rare hops for his Order's brewery."



a pounce technique, using powdered graphite to create large areas of mid-tone. With a few well-placed taps of the pounce I can get an overall shape that I like very quickly, and then go in with pencil and eraser to work out the details."

"I used a pounce technique with powdered graphite to create large areas of mid-tone"





"This is a quick study of a friendly maple I once met while on a bike ride. The woods east of here, where I live, are full of them."



Annie mixes Rococo influences with her love of fantasy and fairytales in this sketch of a young girl exploring her woodland realm.







Did you miss the first two sketchbooks?

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9:41 AM

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PRINT AND DIGITAL BACK ISSUES



Issue 130

January 2016

A host of top-flight artists help us to celebrate turning 10 years old. Ross Tran's cover art ushers in the likes of Craig Mullins, Syd Mead, Brom, Mélanie Delon, Todd Lockwood and Allen Williams. who all contribute workshops. Plus there's a free 2016 calendar!



Issue 129

Christmas 2015

Andrew Theophilopoulos paints Kylo Ren facing off against Rey, in our spectacular Star Wars special issue. Also inside are Aaron McBride, Iain McCaig, Terese Nielsen, Feng Zhu, Brian Sum and Hugh Fleming, all revealing their art from a galaxy far, far away...



Issue 128

December 2015

We mine the rich seam of indie comics starting with 21st Century Tank Girl, brought to life by Brett Parson. Tintin and Hellboy also get the reimagination treatment. Fiona Staples talks about the success of Saga, while Lewis LaRosa passes on his comic storytelling advice.



Issue 127

November 2015

Link, as painted by Even Mehl Amundsen, heralds our game art special, which includes workshops from Remko Troost, Eliott Lilly and Matt Gaser. We look at the rise of mobile game art and visit Wooga Studios, Plus, James Gurney paints an alien abduction with a twist!

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Issue 126 October 2015



Issue 125 September 2015



Issue 124 August 2015



Issue 123 July 2015



Issue 122 June 2015



Issue 121 May 2015



Issue 120 April 2015



Issue 119 March 2015



Issue 118 February 2015



Issue 117 January 2015



Issue 116 Christmas 2014



Issue 115 December 2014























Where great art begins...

In the third of the series we explore the finest pencil, pen and digital sketch work of the pros. Opening sketchbooks and sharing desktop canvases, we reveal the initial ideas that fuelled final art work, and the many 'unfinished' art explorations that remain equally as inspirational.

